The Microlite20 RPG Collection

2012 Edition Volume II

A **Free** Collection of Roleplaying Games based on Microlite20
including the original Microlite20, expansions, variants,
and complete games using the Microlite20 system.

The Microlite20 RPG Collection is a compilation of Microlite20 based games. This collection is made available for free and is not to be sold. Each individual game is copyrighted separately, is based on the Open Game License (because the original, Microlite20, is OGL), and is available for free. Each game is a separate entity with its own copyright and license. **The author of each individual game is solely responsible for his or his work.** No editing of individual games has been done.

This is Volume II of the 2012 Edition. Check the RetroRoleplaying web site at http://www.retroroleplaying.com/ to see if there is a later edition available.

More information on Microlite20 and many of the variants published herein can be found in the Microlite20 forum at http://www.forum.koboldenterprise.com/

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Many Microlite gamers know that Randall Stukey (of RetroRoleplaying.com), the author of Microlite74 is trying to raise funds to pay the bills from his wife's oral cancer treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over $110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the Retroroleplaying Cancer Fund (via PayPal) and help them pay their bills.

Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html) and The Grimoire #2 (http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html)
- pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECMI campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Like the digest-sized version of Microlite74 1.1, the artwork is by Håkan Ackegård. Unlike that first attempt at a digest-sized edition, the pages in this edition are numbered and there is a table of contents. This Special Edition incorporates the rules from the first supplement, giving you all the rules currently available for Microlite74 in one booklet. The text has been reformatted into a single column in a large enough font to easily read.

A copy of the Microlite75 Special Edition will also be available to donors as soon as Microlite75 is completed and a Special Edition for donors is produced. To get access to these downloads, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

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For a limited time (until the final version of Microlite75 is released, probably in Summer 2010) the following additional donor benefits are available:

- *if you donate $25 or more you will also be listed as a Bronze Sponsor of Microlite75 in the final edition of the Microlite75 rulebook.*
- *if you donate $50 or more you will also be listed as a Silver Sponsor of Microlite75 in the final edition of the Microlite75 rulebook.*
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Section 5:

More Complete Versions

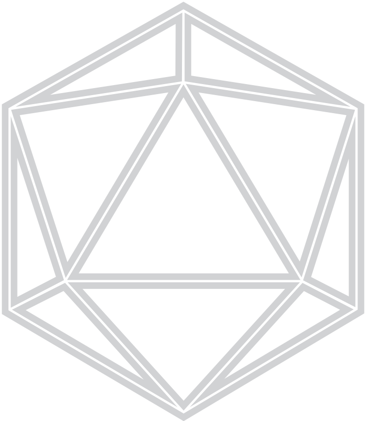
This section includes large, more complete versions of Microlite20 which include major portions of the SRD. It also includes files with large images.

Microlite 20

Golden Edition

Endoria Edizioni

Microlite 20



Golden Edition

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Microlite 20 Golden Edition
by Massimo Baffoni

First Online Edition: October 2011

Published by Endoria Edizioni,
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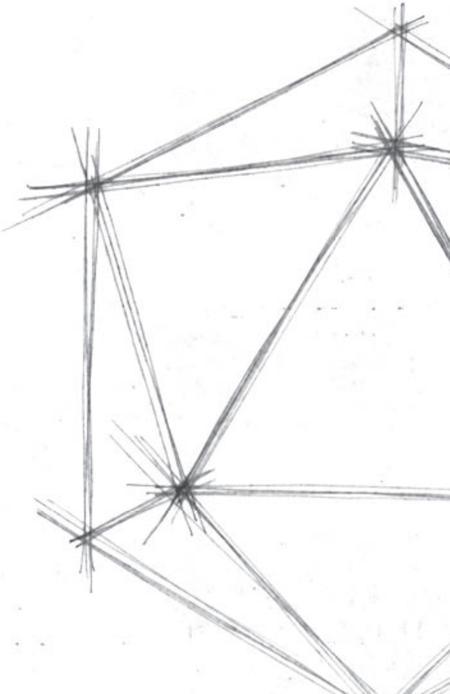

FOREWORDS

What is Microlite20?

Do you remember when the gaming table was full of pizza and soda, not rulebooks, miniatures and dungeon tiles? Do you yearn for a role-playing game that doesn't require weight training to carry all the books? Do you want to be able to hold all the rules in your head - or in your back pocket? And do you still want to use all those lovely monsters, adventures and game worlds too?
So do we!! – Greywulf

Microlite20 is a minimalist role-playing game designed to be usable with the majority of the OGL/d20 supplements, rules and adventures with little or no advance preparation. The basic rules for character generation, combat, magic and level advancement take up a single sheet of paper, meaning it is perfect for introducing role-playing to new players, gaming oneshot adventures or tailoring into your own game system.

History of Microlite20

Microlite20 was designed by Robin V. Stacey (aka Greywulf) in 2006. The purpose of the rules were to strip the OGL/D20 system down to its bare minimum so that the world's most popular fantasy system could be played quickly and without thousands of pages of rules, but still be usable with all the adventures, campaign settings, and supplements that had been published for the 3.x edition of the world's most popular fantasy RPG.

Amazing, one page of basic rules (coupled with the Fantasy SRD for spells and monsters) really did allow for fast-playing games with just about every adventure and supplement published for the 3.x edition. Microlite20 was an immediate hit with players who liked the 3.x edition of the world's most popular fantasy RPG but did not like the complex and time-consuming (both to GM for and to play out combats) beast it had become. Microlite20 was a rules-light way to play that brought fun back to many game tables.

The Microlite20 rules were entirely open game content. Only the names "Microlite20" and "Robin V. Stacey" were listed as product identity. Having the entire system open game content sparked a flurry of gamer creativity. Simple variant rules and basic expansions came first – for example, lists of limited spells and monsters so Microlite20 could be played without lugging the huge SRD around. However, customized rule sets and complete games based on Microlite20 soon followed.

In the spring of 2010, Robin sold the rights to Microlite20 to Seth Drebitko. Seth has big plans for the game but even without big plans, the Microlite20 community is still going strong, still producing new material and complete new games based on Microlite20.

About Microlite20 Golden Edition

This edition wants to transform the minimalist idea of the original Microlite20 in a full and complete Rulebook. While the original "one page rulesheet" was mainly aimed to already experienced players, the Golden Edition wants to extend the original idea to both new and expert players, giving them a framework that permits to play quickly, freely and virtually everywhere having all the rules and manuals at hand.

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First steps

Microlite 20
Golden Edition

If you are a novice, the best and quickest way to learn playing is to find an experienced group of players, but if you and your friends are absolute newbies, a good start is to try directly: give yourselves a few tries, pick up a low-level adventure and go for it. Even if there are few rules, try to focus on having fun: rules will follow.

Equipment needed

You will need paper sheets, pencils and dices. Many times during the game you will need to roll dices to check if you can do certain types of actions or tasks. There are many types of dices, with 4, 6, 8 or more faces. It will be asked you to roll “xdy” that simply means “x dices with y faces” (“2d6” is “two 6-sided dices, while “1d20” is “one 20-sided dice”).

What is a role-playing-game

A role-playing game (RPG) is a cooperative narration game in which players assume the roles of characters in a fictional setting, deciding freely which action let them do and acting as their fictional alter-ego. The *Game Master*, the main narrator of the game, describes the game world and its inhabitants. The other players describe the intended actions of their characters, and the GM describes the outcomes. Actions taken within the game succeed or fail according to a formal system of rules and guidelines.

GM: “*You’re walking along a path in a small wood when you hear noises coming from behind a large bush of vegetation. A sparkle of light reveals something shiny...*”
Now it’s your turn: are you a fearful adventurer that decides to run for his life or are you brave enough to search in the wood? Maybe you’re a warrior that grabs

his sword, sure that this is an ambush, or maybe you're a smart thief, that climbs silently on a tree to look what's behind the plants. Or maybe you're a powerful wizard that casts a spell to clearly see through obstacles. Now it's up to you!

Simplicity

When you'll begin playing with Microlite20, expecially if you have played role games before, you will surely feel that certain stats and skills don't represent fully and realistically all the possibilities you will encounter during the game. But while complessity means more realism, it also means slowing down the game itself for the need of checking continuously rulebooks and tables. The aim of Microlite20 is to focus on gameplay instead, forgiving sometimes a more realistic approach in favor of fluidity and freedom of choice.

CHARACTERS

Name
Race
Class
Equipm
Rope

The first thing to do before beginning your quest is to create a character, your alter-ego in the world described by the Game Master.

Stats

Each character can be described using some values, called *stats,* as reference. There are 3 stats :
Strength (STR): represents the phisical status of the character, his strenght and his toughness, his phisical resistance and how hard he can hit.
Dexterity (DEX): represents his coordination, precision, agility, reflexes, balance and movement involved skills.
Mind (MIND): represents his analithic thinking, his lore and wisdom, memory and everithing related to knowledge and intelligence.
Optional **Charisma** (CHAR): measures a character's persuasiveness, personal magnetism, and ability to lead. It is not a reflection of physical attractiveness, although attractiveness certainly plays a role. The skill bonus can than be used in place of your MIND bonus for any interactions with intelligent creatures.

Roll 4d6, drop lowest dice and sum the remaining 3 dices. Allocate this value to one of the stats. Repeat for remaining stats.
This values represents how the character is "gifted" in his traits. If this value is particularly high (or low) he will receive a proportional bonus that may help (or obstaculate) his actions involving these personal characteristics. Stat bonus can be calculated as follows:

Stat-bonus= (STAT-10)/2, rounded down.

Health Points (**HP**) represent the health level of the character: anytime you get wounded this number drops. Your total HP is STR + 1d6/Level.

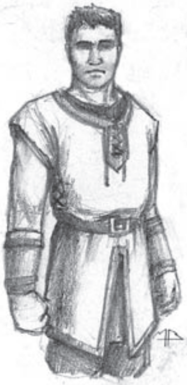
Armour Class (**AC**) is a value representing how difficult is to hit you. Its base value is 10 + DEX bonus. Your AC can be improved using armours, spells or other magical artefacts.

Melee attack bonus is Level + STR bonus and **Missile attack bonus** is Level + DEX bonus.

Races

Many different species inhabit a fantasy world. Each of them have its common traits and characteristics, but you are not forced to stick to them. However, due to their innate traits, each race applies some modificators to base stats. Game masters can limit the choice to only few races, if this suits their scenario, or add other races to the list.
You can find some special abilities descriptions in the "Special Abilities" section of the Bestiary (Appendixes).

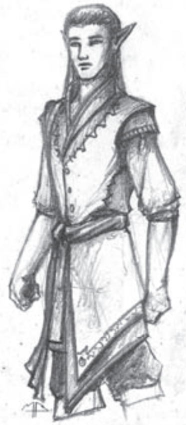
Human



Humans are usually the most common race, thanks to their ability in adapting to every kind of enviroment. Due to this they can live in a wild range of habitats and can easily learn lots of competencies. Skin color and body type varies heavily.

- +1 to all skill rolls.
- Move 30'/per round or 20'/round in heavy armor.

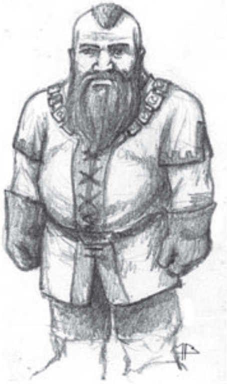
Elf



Smaller than humans, have more angular and defined facial traits, pointy ears, and an unnatural beauty and grace. They seem detached from the world around them, seen by some as introversion or xenophobia. Elves are deeply connected to magic and nature and can live up to 500 years.

- +2 MIND, +1 DEX, -1 STR.
- Move 30'/per round or 20'/round in heavy armour.
- Darkvision.
- Immunity to magic sleep effects and ghoul paralysis.
- +2 on Listen, Search, and Spot checks. An elf who passes within 5 feet of a secret or concealed door can to a Search check to notice it as if she were actively looking for it.

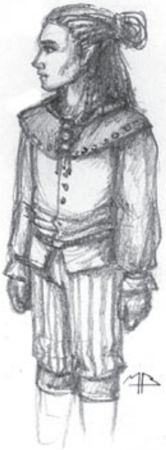
Dwarf



Dwarves are four feet tall, with squat, broad bodies, proud of their long and thick beards. Dwarves mistrust half-orcs, and fail to appreciate elves, whom they only ally with in their many battles against orcs, goblins, gnolls, bugbears and trolls.

- +2 STR, -1 CHAR.
- Move 20'/per round even in heavy armour.
- Darkvision.
- Stonecunning.
- +4 on checks to resist being bull rushed/tripped when standing on the ground
- +2 racial bonus on saves against poison, spells and spell-like effects.
- +2 racial bonus on Appraise and Craft checks related to stone or metal items.

Halfling



They have thin lean bodies, no more than three and a half feet tall, have pointed ears, brown eyes and straight black hair held in a topknot which is a source of pride. Halflings are intensely curious, rambling and speaking very quickly when excited. They are masters at the art of insulting people.

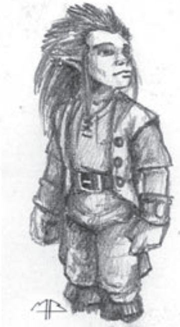
- +2 DEX, -1 STR.
- Small Creature.
- Move 20'/per round or 15'/round in heavy armor.
- +1 size bonus to Armor Class .
- +4 size bonus on Subterfuge checks to hide in outdoor environments.
- +2 morale bonus to saves against fear effects.
- +2 racial bonus on Climb, Jump, Listen, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +1 racial bonus on attack rolls with thrown weapons and slings.

Gnome

Gnomes are 3-3½ feet tall, naturally friendly, highly social and fun loving people. They have a deep relationship with nature and in the eyes of a gnome, animals are people too. Gnomes can perform the spell-like abilities of dancing lights, ghost sound and prestidigitation, that play a large role in their games.

- +1 DEX, +1 MIND.
- Small creature.

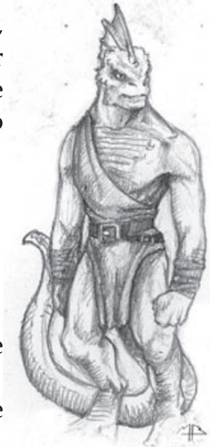
- Move 20'/per round or 15'/round in heavy armor.
- +1 size bonus to Armor Class.
- +2 bonus to saving throws against illusions and+1 to DC for all saving throws against illusion spells cast by gnomes.
- +4 size bonus on Subterfuge checks to hide in underground environments.
- Once per day may speak with burrowing animals (duration 1 minute).
- Low-Light Vision.
- +2 racial bonus on Listen checks.
- +2 racial bonus on Craft (alchemy) checks.



Lizardmen

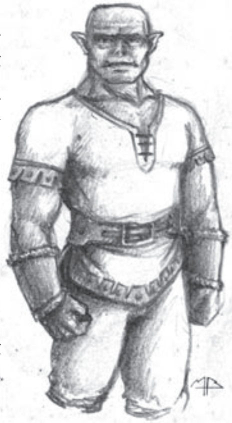
Primitive reptilian humanoids with scaly skin, normally dull, earthy colors such as green, brown, or gray. They use their tail for balance, which measures three to four feet long. There are several species of lizardmen, from small and skinny to tall and strong ones. Lizardfolk are usually neutral.

- 2 STR, +2 DEX, -2 MIND.
- Move 30'/per round or 20'/round in heavy armor.
- +5 natural armour bonus.
- Natural Weapons: 2 claws (1d4) and bite (1d4).
- A lizardfolk can hold its breath for 4xSTR rounds before it risks drowning.
- +4 racial bonus on Jump, Swim, and Balance checks because of their tails
- +1 on Fortitude rolls and +3 on Reflexes rolls



Half-Orc

Tall and strong, they see themselves gifted with strength and opportunities beyond those of either of their parent races. They tend toward a chaotic outlook drawing strength of character from the inequities they face. Half-orcs rarely have strong religious views.

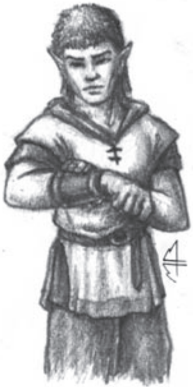


- +3 STR, -1 MIND, -2 CHAR.
- Move 30'/per round.
- Darkvision.
- +4 racial bonus on intimidate checks.
- Orc Ferocity: Once per day, when brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to

above 0 hit points, he falls unconscious and begins dying.

- Rage: once a day can enrage and gain +2 to Strength and Fortitude. At the end becomes fatigued.
- Natural Weapons: bite (1d4).

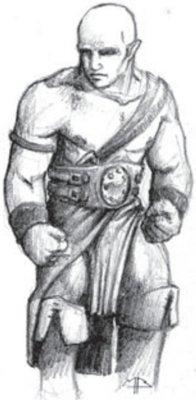
Half-Elf



In them humans see the grace, the fair face and the pointy ears of elves while these see the opposite. A half-elf's skin is pale and their eyes have the bright green or blue hue common to elves. They have the curiosity and the ambitions of humans and the sense for magic and love for nature of elves.

- +1 MIND, +1 DEX, +1 Comm.
- Move 30'/per round or 20'/round in heavy armor.
- +1 to any 2 Skills.
- Immunity to magic sleep effects.
- Low-Light Vision.
- +1 racial bonus on Listen, Search, and Spot checks.
- +1 racial bonus to your Will defense.
- +2 racial bonus on Diplomacy and Gather Information checks.

Mul (Half-Dwarf)

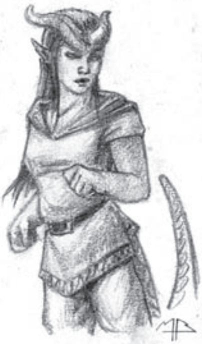


They retain the height and cunning of humans, plus the durability, raw strength and constitution of dwarves. Born usually as slaves, they can perform heavy work for days and have gruff personality and violent reactions. Fair skinned, they have pale-colored eyes, no hair or beard. Muls are sterile.

- +2 STR, -1 MIND, -1 CHAR, +1 Physic.
- Move 30'/per round.
- Muls may be any chaotic alignment.
- Darkvision.
- +2 racial bonus on Intimidate checks.
- Muls are able to work longer and harder without rest than most other races. Regardless of the preceding type of exertion, eight hours of sleep will let a Mul become fully rested, ready to begin work again.

Thiefling

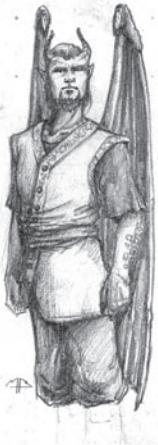
Their lineage can be traced back to to a fiend or demon. Tieflings have any of a number of features that reference (directly or indirectly) their fiendish lineage including horns of various styles, pointed teeth, hooves, tails, and unusually colored eyes. They are not necessarily evil, but usually sneaky and subtle.



- +2 DEX, +1 MIND, –2 CHAR.
- Move 30'/per round or 20'/round in heavy armor.
- +2 racial bonus on Bluff and Hide checks.
- Darkvision out to 60 feet.
- Resistance to cold 5, electricity 5, and fire 5.
- Darkness: can use Darkness spell once per day.

Half-Fiend

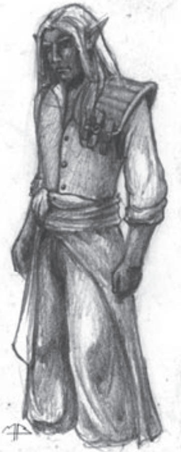
They born from fiends who have mated with a human. Often grotesque mockeries of humans, rarely one learns from and takes on characteristics of its non-fiendish parents, turning from its evil heritage. Never truly fitting into society, half-fiends are usually loners. They are outcasts, hated corrupters of the natural order.



- +3 MIND, -1 STR or -1 DEX, -2 CHAR
- Move 30'/per round or 20'/round in heavy armor.
- Darkvision out to 60 feet.
- Immunity to poison.
- Resistance to acid 10, cold 10, electricity 10, and fire 10.
- Darkness: can use Darkness spell once per day.
- Non-good alignment.
- Natural Weapons: claw (1d4) and bite (1d6)
- Bat wings: can fly at the base creature's base land speed.

Drow

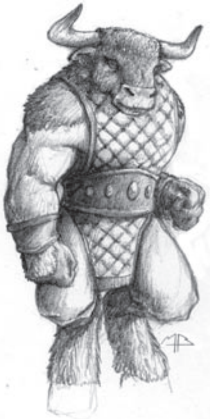
Drows are black-skinned and pale haired relatives of elves, with sharp features, large eyes and pointed ears. Drows are silent and swift, highly resistant to magic and capable to use some innate magical abilities even if not spellcasters. They are described as chaotic or evil in alignment, and highly intelligent.



- +2 DEX, –2 STR, +2 MIND.
- Move 30'/per round or 20'/round in heavy armor.
- Immunity to magic sleep effects.
- +2 racial on Will saving throws against enchantment spells

or effects.
- Darkvision out to 120 feet.
- +2 on Listen, Search, and Spot checks. A drow who passes within 5 feet of a secret or concealed door can to a Search check to notice it as if she were actively looking for it.
- Spell-Like Abilities once per day: Dancing Lights, Darkness, Faerie Fire.
- Light Blindness: Abrupt exposure to bright light blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

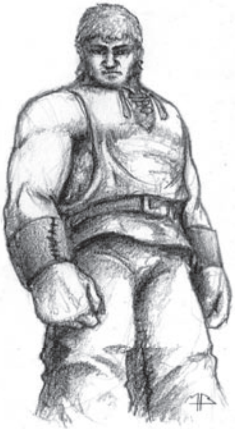
Minotaur



Their bodies (around 7ft tall) are humanoid and covered in short fur, but their heads are bovine and their back legs end in cloven hooves. They are proud, noble, tenacious and bold, deeply spiritual and respectful of their elders. Generally kind and benevolent, they become furious, savage and brutal in combat.

- +2 STR, +1 Physic, -2 MIND.
- Move 30’/per round.
- Large size: –1 to AC, –1 on attack rolls, –4 on Hide checks, +4 on grapple checks, double lifting and carrying limits.
- Darkvision: 60 feet.
- +2 racial bonus on Search, Spot, and Listen checks.
- +3 natural armor bonus.
- Natural Weapon: Gore (1d6+STR bonus if first attack, 1d6 if used as secondary).
- Powerful Charge: in addition to the normal benefits/hazards of a charge, allows the minotaur to make a single gore attack dealing 4d6 + STR bonus damages.
- Natural Cunning.
- Immune to Maze spell.
- Scent
- -2 on Balance, Escape Artist and Tumble skill checks.

Half-Giant



A cross between humans and giants (7/8 ft tall, weigh 250/400 pounds) usually held captive as warriors and laborers. As a result, nothing is more important to them than their freedom. Like humans they are curious, cooperative and communicative, with a general tendency toward kindness. They disdain religion.

- +2 STR, +2 Physic, -2 DEX.
- Move 30’/per round.

- Large size: –1 to AC, –1 on attack rolls, –4 on Hide checks, +4 on grapple checks, double lifting and carrying limits.
- Giant: not subject to spells or effects that affect only humanoids (charm person or dominate person).
- Low-Light Vision.
- +2 racial bonus on saving throws against all fire spells and effects.
- Spell-Like Abilities once per day: Stomp - his foot stomp, precipitating a psychokinetic shock wave that travels along the ground, topples creatures (they become prone and take 1d4 non-lethal damages) and loose objects. Save DC is 10+half-giant STR modifier.

Alignment

The character's alignment is a guide to his basic moral and ethics used to provide a clear idea of how the character will handle moral dilemmas, but doesn't prevent a character from changing his beliefs, acting irrationally, or behaving out of character. Possible alignments are:

Lawful Good

An orderly, strong society with a well-organized government can work to make life better for the majority of the people. Lawful good characters strive for those things that will bring the greatest benefit to the most people and cause the least harm. Examples are an honest and hard-working serf, a kindly and wise king, or a stern but forthright minister of justic.

Lawful Neutral

Order and organization are of equal importance: they believe in a strong, well-ordered government, whether that government is a tyranny or benevolent democracy. The benefits of organization and regimentation outweigh any moral questions raised by their actions. Examples are an inquisitor determined to ferret out traitors at any cost or a soldier who never questions his orders.

Lawful Evil

They believe in using society and its laws to benefit themselves. Structure and organization elevate those who deserve to rule as well as define hierarchy between master and servant. They obey laws out of fear of punishment and are careful giving their word to not be forced to honour unfavorable oaths. They break their word only if they can find a way to do it legally.

Neutral Good

A balance of forces is important, but the concerns of law and chaos do not moderate the need for good. Since there are many creatures striving for different goals, a pursuit of good will counte-balance enthropy. Social structure can be supported or thrown up: by itself it has no innate value to them. A baron who violates his king's order to destroy something he sees as evil is an example.

True Neutral

They believe in the ultimate balance of forces, and refuse to see actions as either good or evil. Since the majority of people in the world make judgments, true neutral characters are extremely rare. True neutrals do their best to avoid siding with the forces of either good or evil, law or chaos. It is their duty to see that all of these forces remain in balanced contention.

Neutral Evil

They are primarily concerned with themselves and their own advancement. If there is a quick and easy way to gain a profit, whether it be legal, questionable, or obviously illegal, they take advantage of it, even betraying friends and companions. They typically base their allegiance on power and money, like an unscrupulous mercenary, a common thief, and a double-crossing informer.

Chaotic Good

They are strong individualists marked by a streak of kindness and benevolence. They believe in all the virtues of goodness and right, but they have little use for laws and regulations. Their actions are guided by their own moral compass which, although good, may not always be in perfect agreement with the rest of society.

Chaotic Neutral

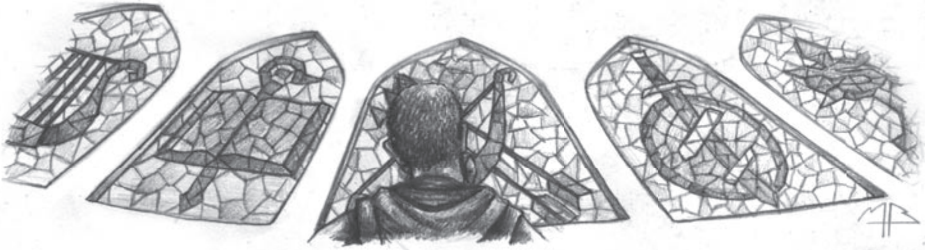
There is no order to anything, including their own actions: they tend to follow whatever whim strikes them at the moment. Good and evil are irrelevant when making a decision. Chaotic neutral characters are extremely difficult to deal with. They are almost totally unreliable. Lunatics and madmen tend toward chaotic neutral behavior.

Chaotic Evil

There's nothing wrong with taking whatever they want by whatever means possible. Laws and governments are the tools of weaklings. The strong have the right to take what they want, and the weak are there to be exploited. They band together only to oppose powerful enemies. Such a group can be held together only by a strong leader capable of bullying his underlings into obedience.

Other Characteristics

It's not fundamental, but often useful, to know other things about your character: age, sex, weight and height are the most useful to take note of, since they will influence heavily your gameplay. In choosing these traits, keep always in mind the chosen race and age. Other sub-traits are hair colour, eyes colour, right or left handed, voice, body shape and so on. Talk with the Game Master about these traits: he (or you both) could choose to apply additional modifiers to stats to represent them.



A class are what your character is trained at. A sort of job, if you prefer. The basic ones are Fighter, Rogue, Mage, Cleric, but you can choose (if your Game Master allows them) between many more or invent them. Keep in mind what your stats are in order to choose a right class for you character: a mage with a really low MIND stat simply doesn't make sense, usually. Characters begin at Level 1.

Fighter

Fighters are voted in the study of armed fighting. They are though people, strong, but not necessarily rude. Some prefer the brute force and aggressiveness of the berserker, other prefer a classical way of fight, and others see fighting also as a form of art, like *bladedancers*.

- Wear any kind of armour and use shields.
- +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on.
- Every 6 levels the fighter gains an additional attack (e.g., at 6th level the fighter may attack twice in one combat round).
- +1 attack bonus (AB) to all attack rolls, increasing by +1 per level

Cleave

When facing more enemies, they can hit and maintain momentum to attack other foes. If you kill a creature in a single blow, you get an immediate bonus melee attack against another creature within reach (no movement allowed).

DEX Bonus

Their body moves swiftly during combat. Can use DEX bonus + Level as Melee attack bonus if wielding a light weapon.

Double Weapon

Can use 2 light weapons and attack with both in a round but with a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you can not wield two rapiers at the same time.

Rogue

They live by subterfuges, but not all of them are thieves (even if most of them are). They have a lot of personal and physical skills that help them to get in and out of troubles effortlessly. The less they have to toil and struggle like everyone else the better they think they are.

- Can use light armour.
- +3 bonus to Subterfuge.
- Bonuses on climbing even on difficult circumstances.
- +1 attack bonus (AB) to all attack rolls, increasing by +1 every 4 levels.
- Any alignment except lawful good. If possible at least partially neutral.

Pick Pockets

Rogues are swift of hand. They can perform or try to steal small items (also from pockets, sleeves, backpacks, purses) sneaking unnoticed or distracting people. A failed roll means they didn't got the object, but not that they have been noticed (another roll is required).

Open Locks

They have bonuses to solve puzzle locks (locks with sliding panels, hidden releases, and concealed keyholes) and they can try to pick locks in general using thief's tools. They can use improvised ones (iron wire, a thin dirk, a stick, etc.) but with a penality.

Find/Remove Traps

They can try to find concealed traps or alarms on objects or places they can examine. The GM rolls a check: if it fails the rogue didn't find any trap. This could mean both there's no trap or he didn't see it. If found, the rogue can work out how it works and try to disarm it (see Open Locks).

Move Silently

Their step is smooth and soundless. Declaring the will to move silently, the GM rolls to check if the movement is silent or not, while the rogue always thinks to be quiet. Movement rate is 1/3 normal. Penalities can be applied depending on the surface (leaves, cobbles…) and equipment (noisy objects, armours…)

Hide in Shadows

Experts in hiding, if noone looks at them, they can completely disappear in the darkness or behind other kinds of concealments (bushes, curtains…) as long as they don't move. The GM rolls a check and keeps it secret, but the rogue will always think he is successfully hidden.

Read Languages

Hearing and communicating with many different people every day helps rogues in understanding writings in other languages. If a successful check roll is achieved, the rogue manages to guess some bits of information. Is possible to try only once per level for each single document.

Sneak Attack

If unnoticed a rogue can attack someone from behind with a light weapon: the attack deals an extra 1d6 damage at 1st level, and increases by an additional 1d6 damage for every two rogue levels thereafter. If the enemy notices the rogue, the backstab becomes a normal attack from behind. To sneak attack, the victim must have a definable back-side and be easily reachable.

Mage

Mages are devote to the study of magic. Due this they generally lack in physical abilities, but with few words and gestures they can manipulate the magic energy, called “mana”, and use it as their weapon, armour or tool, from entertaining people to fight demons and dragons.

- Wear no armour. If wear light armour they can't cast spells since it limits the movement.
- Use only light weapons or staff (or others requiring little skill and strength)
- +1 attack bonus (AB) every 6 levels.
- They can cast arcane spells
- +1 bonus to MIND.

Grimoire

The grimoire is the collection of spells and knowledge a mage always carries with him. It can be one or more books, scrolls or whatever the GM allows. A mage has to read over and over his spells from his book in order to memorize them and make them ready to cast.

Number of spells

Even if the number of spells in the grimoire is limited only by the number of pages it has, a mage has a limit in memorizing spells ready to be casted depending on his level (see the following table). A mage cannot cast lot of magics, as it drains energy. See the "Magic" chapter for further details.

Wizard					**Spell Level**				
Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
1	1	--	--	--	--	--	--	--	--
2	2	--	--	--	--	--	--	--	--
3	2	1	--	--	--	--	--	--	--
4	3	2	--	--	--	--	--	--	--
5	4	2	1	--	--	--	--	--	--
6	4	2	2	--	--	--	--	--	--
7	4	3	2	1	--	--	--	--	--
8	4	3	3	2	--	--	--	--	--
9	4	3	3	2	1	--	--	--	--
10	4	4	3	2	2	--	--	--	--
11	4	4	4	3	3	--	--	--	--
12	4	4	4	4	4	1	--	--	--
13	5	5	5	4	4	2	--	--	--
14	5	5	5	4	4	2	1	--	--
15	5	5	5	5	5	2	1	--	--
16	5	5	5	5	5	3	2	1	--
17	5	5	5	5	5	3	3	2	--
18	5	5	5	5	5	3	3	2	1
19	5	5	5	5	5	3	3	3	1
20	5	5	5	5	5	4	3	3	2

Cleric

They're not simple followers of a divinity, but also his faithful intercessors in the world, using the power the god gave them to spread the faith and defend their believes. They're not skilled in combat like warriors, but well trained to use weapons, and they can cast spells to to further their god's aims.

- Can wear light or medium armour.
- Cast divine spells
- +3 bonus to Communication.
- Turn Undead with a successful Magic Attack.
- +1 attack bonus (AB) every 4 levels.

Turn Undead

Clerics can invoke the power of their god to

turn undead creatures. This can be used (2 + Level + MIND Bonus) times per day or (2 + Level + CHAR Bonus) times if you use Charisma. The DC is determined by the Hit Points of the Undead. If the roll exceedes DC by 10 the undead is destroyed.
Clerics of an evil cult can bind undead creatures to their will instead.

Cleric spells

Clerics spells are a gift of the god they pray and serve, as a reward and as instrument to spread the cult. They should not abuse this power to not be punished or left without spells. A change in alignment or actions that go against ethics of the cult are another way to have their powers removed. The higher the cleric level, the greater the powers the god gives, as shown in the following table.

Cleric Level	Spell Level						
	1	**2**	**3**	**4**	**5**	**6***	**7****
1	1	--	--	--	--	--	--
2	2	--	--	--	--	--	--
3	2	1	--	--	--	--	--
4	3	2	--	--	--	--	--
5	3	3	1	--	--	--	--
6	3	3	2	--	--	--	--
7	3	3	2	1	--	--	--
8	3	3	3	2	--	--	--
9	4	4	3	2	1	--	--
10	4	4	3	3	2	--	--
11	5	4	4	3	2	1	--
12	6	5	5	3	2	2	--
13	6	6	6	4	2	2	--
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2

Ethic

Weapons used and powers strictly depend on their cult. Some cults limit the use of certain weapons: some gods are associated with particular weapons (e.g. the god of blacksmiths will permit only hammers). In game terms, the beliefs should always guide all the character actions and behaviours.

Paladin

Paladins are proud and noble warriors, with high ideals, always pursuing the goodness and the law. They fight proudly and never use forms of fighting from distance, poisons, stealth or subterfuges. A paladin never lies and can cooperate fine only with lawful good people. The only money and treasures he keeps is enough to live modestly.

- Wear any kind of armor and use shields.
- +1 bonus to Physical
- +2 bonus to Communication.
- Immune to diseases and apply a +1 bonus to all saving throws (this increases by +1 at 5th level and every 5 levels on).
- Can detect evil within 60′ at will
- Can heal up to 2hp per level per day by laying on hands.
- A character must be of Lawful Good alignment to be a Paladin.

Ethics

Paladins must follow a rigid code of rules and their alignment has always to be lawful good. If they inadvertently don’t follow their ethic principles they will loose all special powers, temporarily or definitively. If deliberately, or if alignment changes, this loss is irrevocable.

Aura of protection

Paladins are surrounded by a special aura that protects them and others from being harmed by evil creatures. All evil creatures within a 10 foot radius suffer a -1 penality on attack rolls. All creatures affected by this aura can easily find its source.

Paladin spells

Once level 9, a paladin is helped by his god himself and gains the ability to cast spells of combat, divination, healing and protection. Spell progression is listed in the following table.

Paladin Level	Casting Level	Priest Spell Level			
		1	**2**	**3**	**4**
9	1	1	--	--	--
10	2	2	--	--	--
11	3	2	1	--	--
12	4	2	2	--	--
13	5	2	2	1	--
14	6	3	2	1	--
15	7	3	2	1	1
16	8	3	3	2	1
17	9*	3	3	3	1
18	9*	3	3	3	1
19	9*	3	3	3	2
20*	9*	3	3	3	3

* Maximum spell ability

Ranger

Rangers are skilled hunters and woodsman, they're unbeatable in tracking animals and other creatures. They all have a special bound with nature and animals, they're expert wanderers and often prefer to be and work alone. Lawful, neutral, or chaotic, rangers tend to be protectors of good.

- Can use light or medium armor and can use shields.
- +1 to hit and damage with ranged weapons
- Only incur in -1 to hit penalty when fighting with 2 weapons
- +3 bonus to Survival
- Can move silently and hide in shadows with light armors

Special enemy

At 2nd level a ranger must select a special enemy (GM have to cofirm the choice): from there on, he will have a +4 bonus to hit that kind of enemy. It's hard to hide this enmity (-4 penalty on encounter reactions) and also during combat hated creatures are the preferred target unless there isn't greater danger.

Animal empathy

Approaching an animal, a ranger can try to modify its reactions (automatic if domestic or clearly non-hostile), in either friendly or aggressive way. Rangers can easily evaluate the characteristics of an animal (strongest horse in the corral, most loyal wolf in the pack...).

Natural lore

Rangers know nature, plants and animals in a deeper way many other people do. They can have a natural bonus on everything relate to nature knowledge, anatomy, woodworking, tracking, hunting, water finding and so on.

Druid

Protectors and worshippers of nature and its spirits, are far from implications of temporal world: even good and evil are part of the same cycle. Order and cilicity is all that concerns them. While they understand hunting, wood chopping and farming as part of a natural cycle, they can't tolerate them when unnecessary: they are known to be unforgiving, patient and subtle in their revenges.

- Only pure neutral alignment

- Wear any non-metal armor or shield.
- They cast Druid spells
- +2 to Knowledge and +2 to Survival.
- Immune to the spell-like effects of woodland fey.

Animal form

From 3rd level a druid can transform in a small animal once a day, and every three levels this number increases by one. Two uses can be used to transform in a medium-sized animal, three uses for a large-sized one.

Natural lore

Druids know wilderness in its deep nature. From the 3rd level they can identify plants, animals, and pure water with perfect accuracy, can learn the languages of woodland creatures and from 7th level they are completely immune to charm spells cast by woodland creatures.

Movement

Druids can move in overgrown areas with ease. They don't suffer normal speed penality and from 3rd level they can move at normal movement rate leaving no trace behind.

Weapons and armors allowed

For armors they avoid using metal, preferring living or once-living materials -- padded, hide, or leather armor and wooden shields, including those with magical enhancements. Their weapons are limited to club, sickle, dart, spear, dagger, scimitar, sling, and staff.

Druidic Spells

Their bond with nature lets druids manipulate natural energies, allowing them to cast generic, animal, elemental, healing, plant, and weather spells with a minor access to the divination ones. The following table represents the spell progression.

Druid				**Spell Level**			
Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**
1	1	--	--	--	--	--	--
2	2	--	--	--	--	--	--
3	2	1	--	--	--	--	--
4	3	2	--	--	--	--	--
5	3	3	1	--	--	--	--
6	3	3	2	--	--	--	--
7	3	3	2	1	--	--	--
8	3	3	3	2	--	--	--

9	4	4	3	2	1	--	--
10	4	4	3	3	2	--	--
11	5	4	4	3	2	1	--
12	6	5	5	3	2	2	--
13	6	6	6	4	2	2	--
14	6	6	6	5	3	2	1
15	6	6	6	6	4	2	1
16	7	7	7	6	4	3	1
17	7	7	7	7	5	3	2
18	8	8	8	8	6	4	2
19	9	9	8	8	6	4	2
20	9	9	9	8	7	5	2

Bard

Bards make their day with the help of their swift tongue, charm and talent. They wander learning and bringing legends, songs and many knowledges. Bards tend to use their skills more to entertain and impress than to fight. All bards are good singers and can play a musical instrument.

- Wear light armor and can use bucklers.
- +2 bonus to Communication, Subterfuge, and Knowledge.
- Can use his song to charm person or remove fear up to 3 times (total) per day.
- From 6th level, a Bard casts illusion spells (player's choice) of 5 levels lower.

Detect Noise

With their fine ear, bards have better chances of hearing and interpreting sounds or overhear parts of a conversation. To do so, the bard must not wear helmets and stay concentrate in silence for one minute. The GM makes a secret check roll and says what the bard is hearing.

Pick Pockets

Bards are swift of hand. They can perform or try to steal small items (also from pockets, sleeves, backpacks, purses) sneaking unnoticed or distracting people. A failed roll means they didn't got the object, but not that they have been noticed (another roll is required).

Read Languages

Hearing and communicating with many different people every day helps bards in understanding writings in other languages. If a successful check roll is achieved, the bard manages to guess some bits of information. Is possible to try only once per level for each single document.

Influence reactions

They can try to obtain a better reaction (or a worse one, if they want) from people and encounters simply performing: it can be a speech, a song or music, a tale, a joke... Targets must roll a save (against paralyzation) with a -1 for every three levels of the bard. If the save is successfull the reaction is opposite.

Bardic powers

Bards can inspire allies that can hear them with their art, giving them a +1 bonus to attack rolls, or a +1 bonus to saving throws, or a +2 bonus to morale. Can have also other effects but only related to will and concentration. This requires at least 3 minutes and lasts one round per bard level. Cannot be renewed if allies are engaged in battle.

Magic-counter

They can counter effects of songs and poetry used as magical attacks within 30 feet of distance. They can't do anything than a slow walk (halved movement). If hit or if fail a saving throw the counter-effect is interrupted. To counter they make a save against spells (only once per encounter).

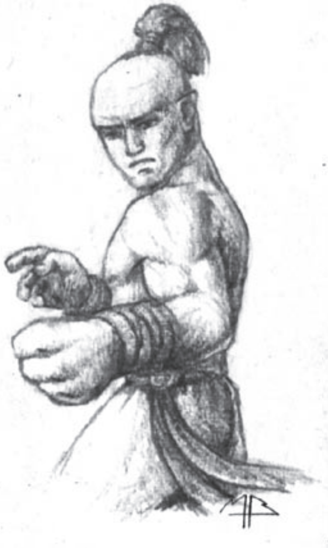
Bardic knowledge

Bards travels a lot and learn a lot. They have a 5% chance per level to know anything the GM thinks appropriate or identify the general nature of a magical item but not the exact function (only if is possible to examine it closely).

Monk

Monks train in monasteries, often settled in regions hard to reach. There they alternate prayers with training in bare-handed fighting. In many cases, when finished the initial training period, monks have to travel around the world to improve their skills and then return to teach younger pupils. They empower their punches and kicks focusing their own energy.

- Monks use no armour
- Must be lawful
- +3 bonus to Physical
- can fight unarmed
- Their attacks count as magical after 3rd level.



Unarmed fighting

Monks fight unarmed, but with such skill and power their body can become a weapon itself (kicks, punches, etc) doing d6 damage (STR bonus to damage still applies). Their unarmed damage increases every four levels starting at the fourth level as shown in the following table:

Level	**1-3**	**4-7**	**8-11**	**12-15**	**16-19**	**20**
Damage	1d6	1d8	1d10	2d6	2d8	2d10

Fighting style and multiple attacks

There are many kinds of fighting styles, each one focusing on different set of skills. According to GM, choose if your fighting style will grant you a DEX bonus or a STR bonus during combats. Monks make multiple attacks per round by taking -2 on the first attack, -4 on the second attack, and so on, as long as their melee attack bonus is positive.

Hard to hit

As monks increase in level, it becomes more and more difficult to hit them thanks to their expert movements. If wearing only normal loose clothing they gain an AC bonus equal to half their level (rounded up)

Ethic

Monks live accordingly with rigid sets of rules. Those rules may vary from monastery to monastery and should be decided accordingly with the GM, but they never should be broke them, or they loose temporarily or definitively all special powers derived from being a monk.

Background Story

It’s the past of your character and will influence all your gameplay. It has to pass the final judgement of the GM (he may ask you to modify something to better suit the adventure you’ll be playing or the scenario) but basically you have freedom to imagine what kind of personal history you character has. Why he decided to adventure? Why he choose to learn something he does? Why he is of a specific class? What does scares him by? What turns him angry? Keep in mind your alignment when doing so.

Think of three adjectives describing your character; these are his motivators – they keep him going on and summarize his personality. You can describe your character in more detail – you are encouraged to do so – but your character can only have three motivators nevertheless.

And remember: noone is perfect, so neither characters should be!

Character Creation Example

Let’s create a thief! Name: Alex. Class: Rogue. Race: Human. Level: 1.

Roll 4d6: 5, 5, 2, 4. Drop 2 for a total of 14, above average: let’s assign this to DEX.

Roll another 4d6: 5, 2, 5, 6. Drop 2 for a total of 16. Damn! Should have used this for DEX. Doesn't matter, however. We'll use it for STR. This is going to be a master assassin!

Roll the last 4d6: 5, 5, 3, 3. Drop 3 for a total of 13. This must be my lucky day. Use it for MIND.

This gives us STR 16, DEX 14, MIND 13. STR bonus is +3, DEX bonus is +2, MIND bonus is +1 since we have to round down.

Skills are Level + 1 because we're human. And Sub is + 3 because we're a rogue. Thus: Phys 2, Sub 5, Know 2, Comm 2.

There's no magic to worry about. As for combat, we'll be wearing studded leather and a large weapon because we're so strong: A katana, which we could use as a two-handed weapon, if necessary!

Hitpoints is STR + 1d6 (3) = 19. Not bad for a rogue…

Armour Class is 10 + DEX bonus (+2) + armour bonus (+3 for studded leather) = 15.

Melee attack bonus is Level + STR bonus = +4.

Missile attack bonus is Level + DEX bonus = +3.

Let's consider the katana like a bastard sword. Damage is thus 1d10 + STR bonus = 1d10+3.

If you come up with an average (or less) set of stats, don't think immediately to throw the character in the recycle bin: the difference between a powerful character and an hero is the way you role-play him. Try to work on the personality and you will end with a fun-to-play and unforgettable character!

SKILLS, CHECKS AND SAVES

Every time you do something there's a chance to succeed and a chance to fail. It depends on how much you are skilled in what you're doing, on how hard is the task and on a lot of things that can influence your performance. The same thing happens in game terms with *Check rolls*.

A check is one roll of a twenty-sided die where the result can be modified for different reasons. A check serves to determine whether an action is successful or not. In order to do that, the modified result of the die roll is compared to a number, the so called Difficulty Class (DC). If the modified result of the die roll is greater than or equal to the DC, the action is successful, else it failed.

The DC and modifiers for a check are set by the GM. As a general rule, a character receives a +2 bonus to a check for every beneficial circumstance or detail the player gives while describing the action the character tries to perform. Any hindering circumstance may incur a -2 penalty to the check (again, the GM decides whether a penalty applies). The following table gives a guideline on how to set check DCs.

2	A Simple task
5	An Easy task
10	A normal task, an average person has a good chance to succeed
15	A hard task, requires some time and the right tools for average people
20	A very hard task, only the skilled have a real chance to succeed
25	A heroic task, a lot of luck and skill is required
30	An epic task, only a true master, maybe with divine help can succede

Usually, when enough time is given, or the task is obviously easy, to speed up the game it's not necessary to make a check roll: the action can be considered automatically successful.

Skills

There are just 5 skills and their value is equal to your level + any bonus due to your class or race.

Physical: is used for everything related to strength, movement and all things related to pure phisical attributes.

Subterfuge: covers a wide range of skills, including Hide, Move Silently, Listen,

Open Lock, Search and Spot.

Knowledge: based on this skill are all the actions involving evaluations, logic thinking, memorization and the use of brain in general.

Communication: everything related to communication and empathy with others, people or creatures.

Survival: is used for things like tracking, foraging, setting or spotting snares, hunting, finding water or rare herbs, determining direction, and the like. Only Rangers and Druids are specialized with this skill.

As seen few lines ago, to see if you succeed in doing something you have to roll a check against a DC decided by the GM. If your roll is higher you succeed. Do as follows:

Skill roll = d20 + appropriate skill rank + appropriate stat bonus + situation modifiers

If you roll a 20 (defined “natural 20” or “critical”) you automatically succeed, if you roll a 1 you automatically fail in the worst possible way, sometimes even hurting yourself.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

To climb the character could use Phys+STR (“*I pull myself up*”), Phys+DEX (“I nimbly climb the cliff face”), Phys+MIND (“*I take my time, working out the best route and carefully testing each handhold*”) or even Sub+STR (“*I climb, quietly*”).

When presented with a dungeon door that’s barred from the inside, the rough-and-tough Fighter could try to charge it. That’s a Phys+STR check against the toughness of the door (DC15, say). The Rogue could try to slide his sword through a crack in the door to push the bar out of the way. That would be a Phys+DEX check at DC10, and probably the best solution. On the other hand, a wily Mage would try to use leverage to lift the door from it’s hinges - a Phys+MIND check at DC20 - a difficult check, but far from impossible.

See *Appendix* for a list of suggested rolls for Standard Actions and common Checks.

High level players and skills

Higher level characters in Microlite20 tend to be very skilled even at things outside of their area of expertise. A+3 bonus to one skill at level 1 is a significant advantage. However, by level 20 (and beyond), that bonus is marginal.
To signify the different specialties of each class you can use the following system.

# **Clerical classes** (clerics, druids…) are at (Level + 3 + Mind Modifier) for Communication, and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Cleric uses (Level + MIND) for Knowledge when used for all things related to dogma-related.
# **Fighters** are at (Level + 3 + Strength Modifier) for Physical, and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Fighter uses (Level + MIND) for Knowledge when applicable to martial areas.
# **Magic users** are at (Level + 3 + Mind Modifier) for Knowledge, and (Half-Level + Ability Modifier) for all otherskills. The GM may rule that a Magi uses (Level + MIND) for Communication when dealing with other spellcasters.
# **Rogues and similars** (rogues, bards, rangers…) are at (Level + 3 + Dexterity Modifier) for Subterfuge and (Half-Level + Ability Modifier) for all other skills. The GM may rule that a Rogue uses (Level + MIND) for Knowledge when applicable to all things rogue-like.

Saves and Checks

Lot of times characters will face critical situations and they will have to see if their chance to resist to something or to notice something is successful or not. For this occasions the GM will ask to roll one of the following against a DC (like other skills).

Fortitude Save (Fort): chance to resist effects targeting the body's toughness (e.g. poison).
1D20 + LVL + STR modifier + race/class bonus

Reflex Save (Ref): chance to resist effects targeting the body's reflexes (e.g. avoiding an arrow).
1D20 + LVL + DEX modifier + race/class bonus

Willpower Save (Will): chance to resist effects targeting the mind (e.g. resist charm).
1D20 + LVL + CHAR modifier (or INT if you don't use Charisma) + race/class bonus.

Perception Check (Per): chance to notice something or being aware of

something.
1D20 + LVL + MIND modifier + race/class bonus

Feats (Optional)

Characters acquire 1 feat (or 2 if human) at 1st Level, and one more every third character level (1st, 3rd, 6th, 9th, 12th, 15th and 18th levels).
Fighter classes may take "Fighter" Feats, as Mages may take "Magi" feats, Monks may take "Monk" feats, Rogues-like classes may take "Rogue" Feats, and Clerical classes may take "Cleric" feats.

See *Appendix* for a small list of Feats.

Proficiencies (Optional)

A proficiency is a learned skill that isn't essential to the character's class, but enriches him. A character must train, study, and practice to learn a new proficiency. A character may have to wait for several days while his companions heal from an adventure and can decide to spend this time learning something new. Most skills are easier to learn if someone teaches the character. Furthermore, most teachers want payment. Or you can try to self-learn them.

If your GM decides not to use proficiencies, situations will arise in which you'll have to determine whether your character has certain skills. One way to answer this is to pretend that your character knows most of the things that you know: you can learn something outside the game and bring it into your adventure, but you probably have a lot of knowledge that is just not available to someone in a medieval world (even a fantasy medieval world). Likewise, there are things that a typical person in a medieval world would know that you, as a modern person, have never needed to learn. The GM must make it up during play.

See *Appendix* for a list of Proficiencies.

The GM can raise or lower a character's chance of success if the situation calls for it. Factors that can affect a proficiency check include availability and quality of tools, quality of raw material used, time spent doing the job, difficulty of the job, and how familiar the character is with the task.
When two proficient characters work together on the same task, the highest ability score is used (the one with the greatest chance of success). Furthermore, a +1 bonus is added for the other character's assistance. The bonus can never be more than +1, as having too many assistants is sometimes worse than having none.
Nonweapon proficiencies can also be improved beyond the ability score the character starts with. For every additional proficiency slot a character spends on a nonweapon proficiency, he gains a +1 bonus to those proficiency checks.

Heroism (Optional)

While Microlite20 simplifies your game by may decline the use of “Feats”, this could decrease Microlite20’s compatibility with some d20 adventures: Heroism is intended to relieve some of that disparity.

Heroism is a bonus equal to 1 times the characters level (1 at 1st, 2 at 2nd, etc) and may be applied once per day to up to three of the following:

1. Attack Bonus
2. Damage
3. Saving Throw
4. Skill Check
5. Spell DC

Characters can draw from the energy around them or petition their god, and then channel this power through their body and releasing it as a spell. This process is defined as “casting” a spell.
Magic users can cast arcane spells, while clerical classes divine spells: see the description of each class to know how many spells and of which level. Casting a spell of any kind requires the spell caster to spend his energies also. The spell cost has to be subtracted from Hit points and is: 1 + double the level of the spell being cast.

Magic attack bonus = Level + MIND bonus.
Magic defense = 10 + Level + appropriate stat bonus
The Difficulty Class (DC) to resist all spells = 10 + Caster Level + Caster’s MIND bonus

This loss cannot be healed normally but is recovered after 8 hours rest.

Magic Points (Optional)

As an alternative to using hit points (hp) to fuel spells, give mages and clerics a magic point (mp) pool equal to their maximum hit point total. Use these to cast spells. Magic points regenerate after eight hours of rest. In an emergency, a mage or cleric can convert hit-points to magic-points at a rate of 2:1. The hit-points thus converted will regenerate after eight hours of rest, just like magic points. They cannot be healed any other way.

Casting spells

Mages must first memorize spells to cast them, and can keep in memory up to

MIND+Mage Level Spells. Memorization takes 10 minutes per spell and a spell book containing the spell to be memorized. Memorized spells can be dismissed at will to be replaced by other spells. Divine casters (clerics, for examples) have to pray their god instead of reading from books.

First level Magic User start with a spell book including all 0 level spells and two first level spells. New spells can be gained by other character's spell books or from scrolls, copying a spell requires use of the Read magic spell. Scrolls get used up in the copying process. First level Clerics can cast any 0 and 1st level spells, new spells are automatically gained on appropriate levels.
Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. All Mages and Clerics should select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Whenever "level" is part of a formula used to determine a spell's effects, always use the appropriate spell-casting class level and not character level (if using multi-class characters).

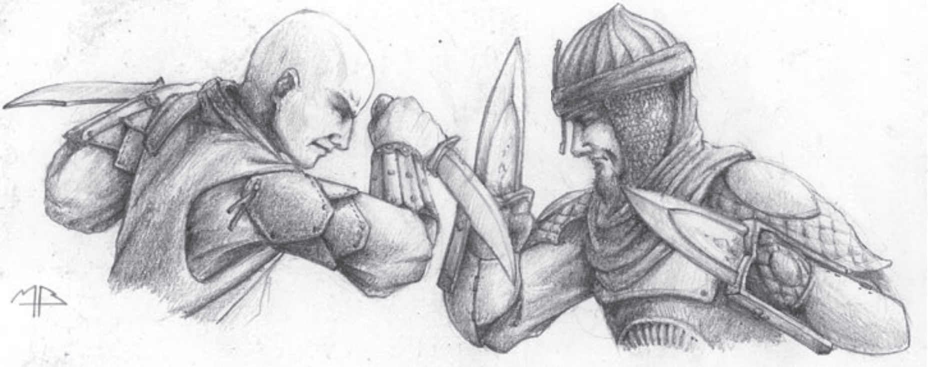
Counter magic

A spell-caster that decides to wait may use it's own spell points and knowledge to counter and nullify another spellcaster's spell instead of taking an action. The spell to be countered, Dispel Magic or Anti-Magic Field must be accessible to the countering spell-caster (of an accessible level for clerics, memorized as well for Magic-Users) who must spend a number of Hit Points equal to those necessary to cast a spell of the same level of the one to be countered.
Both spell-casters roll 1d20, add to this their Mind (or Charisma) bonus and their level: access to dispel magic adds +3 to the roll, while access to Anti-Magic Shell adds an extra +6. Higher roll wins: if the countering spell-caster wins the contest the spell is successfully countered, if the other caster wins it's spell goes off as planned.

Spell upgrades (Optional)

Each upgrade modifies a spell in a given way, and each doubles the casting time of the spell so modified (most spells become full round actions instead of standard actions, for example). Also, each requires an additional expenditure of hit or mana points, added to the standard cost of the spell at the time it is cast.
Extending - Makes a spell last twice as long as it normally would. An Extended spell costs an additional 2hp.
Empowering - Makes a spell do 50% more damage than it normally would. An Empowered spell costs an additional 4hp.
Widening - Makes a spell's area of effect twice as big as it would normally be. A Widened spell costs an additional 6hp.

COMBAT



To protect someone, to fight for your ideals or simply to save your life, sooner or later you will face the need of cross your sword in a real fight. But while realistically everyone moves and attacks at the same time, to better semplify a combat, this is turn-based. Individual characters and creatures take one turn each and after all members of the party and the enemy have had their turns, a new round begins. A combat round represents 6 seconds of time passing for the characters. During combat, distance is measured in squares. Use any size for a square you are comfortable with, though 5ft (1,5m) is recommended.

Basic combat structure

Everyone (GM included) rolls a d20 and adds DEX or initiative modifiers: this roll is called “initiative roll” and the result will give the order of action (lower results first). To simplify more, GM can choose to make a single roll for all the enemies together.

During his turn a character can perform each of the following actions once, in any order:

- **Move**: Move up to your SPD in squares or retrieve an item from your backpack.
- **Standard**: Make an attack or use an item.
- **Minor**: shout an order, activate an item, drop to the ground, stand up, etc..

Standard Modifiers to Initiative

Specific Situation	Modifier
Hasted	-2
Slowed	+2
On higher ground	-1
Set to receive a charge	-2

Wading or slippery footing	+2
Wading in deep water	+4
Foreign environment	+6
Hindered (tangled, climbing, held)	+3
Waiting for reactions	+1

Movement

Movement can be active or passive. Active movement is the movement you make during your turn with a move action, passive movement is any movement caused by special effects or generally spoken any forced movement.

SPD (Speed) is the number of squares a creature can move in a combat turn without making any other action. Is it possible to move for half movement rate and make an attack. The basic value is 6 for standard human sized creatures, but can be modified in various ways:

smaller creatures have a proportional malus and bigger ones a proportional bonus.

Races and creatures that move quickly can have a bonus.

Being heavily encumbered can apply a penality

Difficult terrains require double the normal value of squares for movement (deep vegetation, spiky rocks and so on), but some classes and races can move freely even in those terrains.

You cannot move more than your max SPD, but passively moved squares are never counted against your SPD. A creature cannot end its movement in a square occupied by an enemy.

Attacking

To perform an attack, roll a D20 and add AB (Attack Bonus).

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters, Rogues and Rangers can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time. If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

An attack roll is a check against the AC (Armor Class) of the target: if the result is higher the blow has landed. A natural 20 is an automatic hit doing the maximum damage. The AC of a character or of a creature is:

Armor Class (AC) = 10 + DEX bonus + Armour bonus (if any)

Damages

If the attack is successful, the attacker rolls for damage as indicated by the weapon he uses, and adds his damage bonus. Add STR bonus to Melee damage, x2 for 2-handed weapons. The creature targeted by the attack loses that much Health Points (HP). If HP reaches 0, the character or creature falls unconscious and near death; further damage directly reduces STR. If STR reaches 0 death occurs.

Non-Lethal damages (Optional)

Certain types of attacks or effects deal non-lethal damages, like bare-handed fights or suffocation, for example, that could leave you unconscious but that are easily recoverable if you rest enough.

Near your total HP you can sign a parallel number for non-lethal damages: all non-lethal damage suffered is then added to this total. When equals your HP, the character can only do simple actions. If excedes your HP he falls unconscious.

You can heal nonlethal damage at the rate of 1 hit point per hour per character level.

You can deal non-lethal damages also with your weapon (with the flat of the blade, for example) but since it is an uncommon way of using it, the attack suffers a -4 of penality.

When a spell or a magical power cures hit point damage, it also removes an equal amount of non-lethal damage.

Optional Rules

The following rules can be optionally used to add depth to the combat phase.

Feint

Make a SUB check against the opponent's Mind + SUB + Attack Bonus. If you win, on your next attack against him he doesn't get Dexterity bonuses.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Sometimes only part of all the combatants on a side are aware of their opponents. Determining awareness may call for listen Skill checks, spot Skill checks, or other checks. In the first round of combat, only not surprised characters and monsters can act and roll for initiative. If no one or everyone is surprised, no surprise round occurs.

Grapple

To start a grapple, you need to grab and hold your target making a successful melee touch attack roll (the defender does not count there armor bonus in his

Armor Class). Characters with multiple attacks can try to grapple multiple times (at successively lower base attack bonuses). If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike. If you lose, you simply fail to start the grapple. In case of a tie, the combatant with the higher Statistic modifier wins. If this is a tie, roll again to break the tie.

Trip

Make an unarmed melee touch attack against your target (the defender does not count there armor bonus in his Armor Class). If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength (the one with the higher modifier). The defender gets a +4 bonus if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. A tripped character is prone. Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack.

Opportunity Attack

All squares a character can attack with an equipped melee weapon are called the character's threat range. Whenever an enemy moves out of a character's threat range (actively or passively), that character gets to make a an attack against that enemy (opportunity attack). Any character can only perform one opportunity attack per round.

Fighting with two weapons

Characters wielding two weapons can make two attacks instead of one when taking a standard action. When making two attacks the character receives a -4 penalty to both attack rolls (-2 if one weapon is light).

Attack from behind

Attacker has an easier target to hit, plus the defending creature cannot use all his ability to parry. Attacker gets +2 modifier for rear attack and negate the target's shield and Dexterity bonuses.

Charging an Opponent

Charging a foe offers several advantages and disadvantages.
Advantages: movement rate by +50%, attack at the end of his movement, +2 bonus to attack roll from momentum. Certain weapons (such as a lance) inflict double the rolled damage in a charge.
Disadvantages: opponents gain a -2 bonus to their initiative rolls and if the defender is using a spear or polearm weapon and sets it against the charge (bracing the butt against a stone or his foot) inflicts double damage on a successful hit, plus the attacker gains no Dexterity bonuses to Armor Class and suffers an AC penalty of 1.

Fleeing

To flee from combat, a character simply turns and runs up to his full movement rate dropping his defenses. The enemy is allowed a free attack (or multiple attacks if the creature has several attacks per round) at the rear of the fleeing character. This attack is made the instant the character flees: It doesn't count against the number of attacks that opponent is allowed during the round, and initiative is irrelevant. The fleeing character can be pursued, unless a companion blocks the advance of the enemy.

Defence

In order to make himself harder to hit, a character can parry if forfeits all actions for the round, not attacking, moving or casting and focusing only on defense and gaining an AC bonus equal to half the level. Warriors or similar fighting classes gain an additional +1 bonus. This bonus is not effective against rear attacks, magic effects or missile attacks.

Overwhelming

When there is more than one person attacking the same target in the same round, each attacker beyond the first adds +1 to their attack rolls for each attacker before them. So, a second attack on the same target in the same round by a party member would be at +1, a third attack at +2, etc.

Death From Massive Damage

A character runs the risk of dying if hit with a considerable amount of damages due to the shock. A character who suffers 50 or more points of damage from a single attack must roll a successful Fortitude saving throw with DC 15, or he dies. For every 10 damage points exceeding 50, add a +2 to DC.

Special Moves

You can try to disarm, trip or other special moves rolling an attack at -8 (-4 if the weapon you're using is designed for that purpose) against d20+your opponent's to-hit bonus. If you roll higher, you succeed. If not, combat continues with no damages dealt.

Combat Modifiers

Different positions while fighting can help or can cause problems in hitting the foe.

Situation	**Attack Roll Modifier**
Attacker on higher ground	+1
Defender invisible	-4
Defender off-balance	+2

Defender sleeping or held	Automatic
Defender stunned or prone	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2

Morale (Optional)

Instinct tends to make you run for your life when in great danger instead of fight to the end. The Game Master decides when creatures flee the battle and retreat, based on the situation and the creature intelligence. When important for the gameplay, a morale check can be done with a WILL save against a DC decided by the GM.

Weapons and armours

Armour

Armour is protective kind of clothing used to decrease the amount of damages suffered when hit by an enemy giving a Defence Bonus. Armour come in various shapes and materials, offering greater or lesser protection and influencing the performances of the one wearing them causing a penality to all attack, defence and magic rolls and to all checks related to physical activity such as climbing or sneaking. Following, a general list of armour types: for more accurate values of different types of armour see equipment list.

Type	**Armour Bonus**	**Maximum Speed**	**Penalty**
light armour	+2	unaffected	-2
medium armour	+5	5	-4
heavy armour	+8	4	-6
small shield	+1	unaffected	-1
large shield	+2	unaffected	-2

Armour Class (AC) = 10 + DEX bonus + Armour bonus.

Weapon Type vs. Armor Modifiers (Optional)

Different kinds of armour offer different levels of protection depending on the type of attack they have to absorb. Ringmails, for example, are really effective against cutting attacks, but due to their flexibility offer no protection against the blow of an hammer. You can find these values in the equipment list for armous (S slash, P pierce, B blunt).

Armor Type	**Slash**	**Pierce**	**Bludgeon**

Banded mail	+2	0	+1
Brigandine	+1	+1	0
Chain mail*	+2	0	-2
Field Plate	+3	+1	0
Full Plate	+4	+3	0
Leather armor**	0	-2	0
Plate mail	+3	0	0
Ring mail	+1	+1	0
Scale mail	0	+1	0
Splint mail	0	+1	+2
Studded leather	+2	+1	0

* Includes bronze plate mail

** Includes padded armor and hides

Weapon

Like in a real world exist an infinite number of different weapons, from the simpler sword to the most exotic ones. Moreover, in a fantasy setting this number can grow considerably. You can also invent your own weapon according to Game Master. A weapon determines the amount of damage the character deals with a successful attack. Weapons with a range of 1 square are called melee weapons. Weapons with a greater range are called ranged weapons. As basic rule, shields cannot be used while employing a two-handed weapon.
Following the basic damage and range values for weapons.

Type	Damage	Range
Unarmed	1d4	1
Light	1d6	1
Medium	1d8	1
Heavy	1d10	1
One-handed missile	1d6	15
Two-handed missile	1d6+2	30
Throwing	1d6+2	5

Missile Weapons

Range

Key element in ranged attacks is precision, that strictly depends on the weapon characteristics. Precision progressively drops with the growing of distance. Is possible to shoot to the double of specified range with a -2 penality to attack roll or at triple distance at -5.

Firing into a Melee

When firing into a melee, the GM counts the number of fighters closely engaged. Small (S) figures count as ½, Medium as 1, Large as 2, Huge as 4, and Gargantuan as 6. The Game Master then rolls to see who will be the target of the shot.

Taking Cover

Concealed is when the target can be seen with difficulty and is not easy to exactly determine where it is (bushes, branches, smoke, curtains...).
Covered is when the target is behind something that can effectively block incoming missiles (trees, rocks, walls, furniture...).
Modifiers for concealment or cover depends on the degree of covering.

Combat Examples

Simple one-on-one example

Alex the thief (HP 19, Melee +4 for 1d10+3, AC 15) is sneaking up on an Orc wearing studded leather and wielding a falchion (HP 1d8+1=3, Melee +1 for 2d4+4, AC 13).
Alex tries to sneak up to the Orc: Roll 1d20+sub+DEX. 1+5+2 = 8. Not good. The Orc has to beat only 8 to spot him. He rolls 1d20+sub+MIND (1 from his 1 HD, 0 for MIND bonus) for 11+1 = 12, easily noticing Alex's attempt to be a shadow.
The Orc hits Alex: 1d20 (19) + 1 = 20 which is bigger than AC 15. Damage is 2d4 (3) + 4 = 7. Alex is now down to 12 HP.
Time for initiative rolls! Alex has 1d20 (10) + 2 = 12, the orc has 1d20 (5). Alex is first and attacks with 1d20 (9) + 4 = 14 which is higher than 13. He hits for 1d10 (7) + 3 = 10 points of damage. This kills the orc.

Four against an Ogre

Kyoshi, Fighter-3, 29hp, STR 16, DEX 12, MIND 8, AC 16, Masterwork Katana+8/+3 (1d10+7)
Myung, Rogue-3, 21hp, STR 12, DEX 18, MIND 9, AC 14, Wakizashi+7/+2 (1d6+1)
Yonkyu, Cleric-3, 23hp, STR 9, DEX 18, MIND 11, AC 14, Takujo+3 (1d6), Kyuu+7/+2 (1d8), Magic+3 ("The Archer")
Yasu Odong, Mage-3, 18hp, STR 5, DEX 11, MIND 14, Tanto+1 (1d4-2), Magic+5
vs.
Ogre, 29hp, AC 16, club+8 (2d8+7).
We're assuming no surprise, no ranged combat, no ambush, and to semplify attacks go in order of attack bonus. Since both the ogre and Kyoshi have +8, let's rule that the Ogre goes first, then the exact order of players doesn't matter for the rest of the round.
Ogre rolls 10+8, does 12 damage to Kyoshi – down to 17.
Kyoshi rolls 17+8, does 10 damage to Ogre – down to 19.
Kyoshi rolls 2+3, misses.
Myung tries to hide, rolls 4 + sub (7) + DEX bonus (4) = 15
Ogre tries to spot, rolls 3 + HD (4) = 7, fails.
Yonkyu casts Bull's Strength on Kyoshi (giving him STR 20), uses 5hp – down to 18.
Yasu Odong casts Sleep on Ogre, rolls 10 + Magic Attack Bonus (5) = 15, uses 3hp – down to 15
Ogre tries to resist, rolls 15 + HD (4) = 19, succeeds.

Ogre rolls 8+8, does 17 damage to Kyoshi – down to 0!
Myung attacks from the shadows, rolls 12+7, does 5+7 damage – down to 7.
Yonkyu sees that the ogre is badly hurt and rolls 18, does 3 damage – down to 4.
Yasu Odong casts Sleep on Ogre, rolls 9 + Magic Attack Bonus (5) = 14, uses 3hp – down to 12
Ogre tries to resist, rolls 6 + HD (4) = 10, fails, and will fall asleep next round!
Ogre rolls 15+8, does 20 damage to Myung – down to 1!
Myung rolls 9+7, does 5 damage to ogre – killing it before sleep takes effect.
Party wins!
Yonkyu casts Cure Light Wounds twice on Kyoshi & Myung, costing him 12 hp total, healing 2d8+6 for each: 15 for Kyoshi and 14 for Myung.

Mass Combat Made Easy

Sometimes may happen to have the need to resolve large scale combats, with two large groups involved. Combat Scale is a multiplier that shows the size of the group fighting and it is only applied to damage in combat between units of different size. Hit Points, AC and all other stats remain the same.

Number in Unit	Combat Scale
2-5	x3
6-10	x4
11-20	x5
21-40	x6
41-80	x7
81-160	x8
161-320	x9
321-640	x10
etc.	

For example, 20 Goblin warriors (CSx5) with HD1d8+1 (5hp), AC15, Morningstar +2 (1d6) or Javelin +3 (1d4) against 15 Elves (CSx5), combat is resolved normally as if it was one goblin against one elf.
If the two units are of a different size, CS acts as a multiplier for damage taken, and also divides any damage given, reducing the size of the Combat Scale as Hit Points as lost. For example, if the twenty Goblins above are reduced to 2hp, they have lost over half their unit, so are now CSx4. When down to just 1hp, they are CSx3 with just 5 goblins remaining.

Experience is gained from taking part in a battle equal to the HD of the opponent, +1 for each CS higher than your own. For example, a member of the 20-strong Grey Company (CSx5) will earn 3EL in a battle against 35 Gnolls (a 2HD creature, CSx6).

Orcs vs Elves

20 orcs enter a forest glade where they are beset upon by 15 elven archers: same CS, considered then like a straight single combat. The elven archers fire their longbows (+3, 1d8), hitting for 3 points of damage. The Orcish unit is down to 2hp: no change to CS, combat continues. The Orcs charge into the bushes. The elves fire another volley, hitting for more 4 more hp: orchish unit is annihilated.

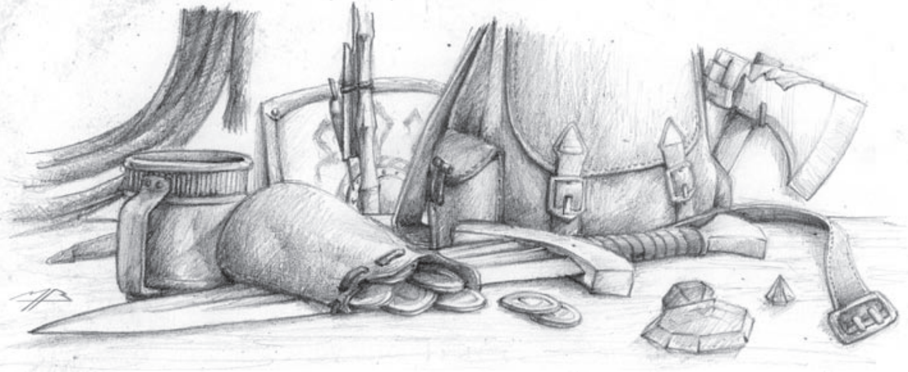
Goblins vs Lone warrior

Twenty goblins ambush a lone 5th level Fighter. Their CS is x5, so any damage dealt is multiplied by five before it's applied against his Hit Points. Similarly, any damage he does is divided by five. In the first round he hits for 10 damage. That's divided by 5: 2hp lost by the Goblin unit so they're down to 3hp - if they lose another hp they will drop down to CSx4 as they've lost more than half their hit points. In reply, the Goblins hit, attacking with their Morningstars en masse. The Fighter is hit for 4hp, x5 due to their numbers.

Knights vs Red Dragon

The 500-man Order of the Purple Flame fights a Red Dragon. They are CSx10, while the Dragon - a single critter - is just CSx1, though formidable.
500 Knights: HD2d8+4 (14hp), AC18, Lance +7 (1d10+4) or Longsword +6 (1d8+2), CSx10
Red Dragon: HD13x12+39 (123hp), AC21, Bite +20 (2d6+7) or Breath 10d10 DC24.
The Dragon flies high above and breathes flame across their phalanx for 46hp damage. The knights dive for cover beneath their shields (phys+DEX to dodge DC24. They roll 25, barely making it). They take ½ damage - 23hp, divided by CSx10 for 2hp. The Knights are down to 12hp and the dragon lands.
They charge the dragon and hit (rolled 18+7 = 25 vs. AC21), scoring 11 damage, CSx10 for a massive 110hp damage. The Dragon is down to 13hp against the small army: he bites and hits (rolled 6+20 = 26 vs. AC18) for 17 damage, divided by 10 = 2hp. The Knights are down to 10hp.
Knights fail their attack (6 + 8 = 14, a miss). The Dragon turns to bite again, and rolls a Natural 20. It's a critical, so the Knights take 19hp damage, CSx10 so 2hp lost (down to 8hp). Their longswords hit (18 +6 = 24 vs. AC21), for 6hp damage, CSx10 for a total of 60hp, enough to kill the dragon. 143 (500x4/14) knights lost their lives in the battle.

EQUIPMENT



If not specified by the Game Master, the common monetary value is the gold piece (gp). A gold piece is worth 10 silver pieces (sp), and a silver piece is worth 10 copper pieces (cp). 10 golden pieces worth 1 platinum piece (pp).

Each character begins his adventure with a starting wealth based on the class, that can be used to purchase initial gear.

Class	Amount
Fighter	150 gp
Rogue	125 gp
Mage/Monk	75 gp
Cleric	120 gp

Fast Packs

Without reading the full equipment list, you can give a quick pre-compiled pack to your character or NPC containing basic tools at the price of 50 gp each. You can freely pick one or let a 1d6 dice choose fore you.

Finally, add the following, based on your Class:
Cleric: Silver Holy symbol & 5 Gold Pieces
Fighter: Vial of Holy Water & 5 Gold Pieces
Mage: Spellbook & 2 Spell Pouches & 5 Gold Pieces
Rogue: Thieves Tools

Pack A (1-2)
Backpack, Belt Pouch, Bedroll, Lantern (hooded), 10 Oil Flasks, Flint & Steel, Shovel, 2 sets of Caltrops, Signal Whistle, Waterskin, Iron Rations (4 days)

Pack B (3-4)
Backpack, Belt Pouch, Bedroll, 10 Torches, 4 Oil Flasks, Flint & Steel, 10 pieces of chalk, 10"Pole, Mirror, Crowbar, Waterskin, Iron Rations (4 days)
Pack C (5-6)
Backpack, Belt Pouch, Bedroll, Tent, 10 Torches, 5 Oil Flasks, Flint & Steel, 50. Rope, Grappling Hook, 10" Pole, Waterskin, Iron Rations (4 days).

Equipment Usage

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong always faces up in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square. Each time a creature moves into an area covered by caltrops (or spends a round fighting on it), it might step on one. The caltrops make an attack roll (attack bonus +0) against the creature. For this attack, the creature's shield, armor, and spell bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack it deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 HP. It can be burst with a DC 26 STR check.

Crowbar: A crowbar grants a +2 bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a club.

Flint and Steel: Lighting a torch or fire takes a round.

Grappling Hook: Throwing it successfully requires a Skill check (DEX + SUB, DC 10, +2 per 10 feet of distance thrown).

Hammer: If used in combat, treat it as a light hammer.

Ink: Other colors than black costs twice as much.

Lantern: A lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a lantern in one hand.

Lock: The DC to open a lock with a Skill check depends on the lock's quality:

simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles: Manacles can bind a Medium creature. A manacled creature can use a Skill check to slip free (DEX + Sub, DC 30). Breaking the manacles requires a Strength check (DC 26). (Most manacles have locks; add the cost of the lock you want to the cost of the manacles.)

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon but it takes a full round to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.If desired, the target can use a turn in a round to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a Skill check PHY + DEX, DC 15. Rolling on the ground provides the target a +2 bonus on the Skill check. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Piton: A piton is a metal spike with an eye through which a rope may be passed.

Ram, Portable: This iron-shod wooden beam gives you a +2 bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by +2.

Rope, 50′: This rope has 2 hit points and can be burst with a DC 23 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vial of Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A vial of holy water can be thrown as a splash weapon. Treat this attack as a ranged attack with a range increment of 10 feet. A vial breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature you must beadjacent to it and pour the holy water out onto the target. Doing so is still a ranged attack. A direct hit by a vial of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the vial hits takes 1 point of damage from the splash. Temples to good deities sell holy water at cost (making no profit).

There are many ways to recover Health Points. This value, however, can never be higher than the initial value.

Natural Healing

Characters heal naturally at a rate of 1HP and 1STR per day of rest, 3HP and STR bonus (minimum of 1 if no STR bonus) if complete bed rest (doing nothing for an entire day). For each complete week of bed rest, the character can add his STR. In both cases above, the character is assumed to be gettinmust have adequate food, water, and sleep.
HP lost due to spellcasting recover automatically after a night of rest.

Magical Healing

Healing spells, potions, and magical devices can speed the process of healing considerably.
By using magic, cuts and scratches and an equal amount of non-lethal damages. heal immediately., wounds close instantly and vigor is restored. The effects are immediate.

Herbalism & Healing Proficiencies

Characters can also gain minor healing benefits from those proficient in the arts of herbalism and healing. When aided by someone with healing ability, a character can recover 1HP and 1STR per day more than usual, or 1HP if aided by someone with herbalism (cumulative). The normal 1HP and 1 STR recover rate is possible even when travelling or engaging in nonstrenuous activity when under the care of an healer.

Diseases

A successful healing check allows do diagnose and treat a disease (Game Master may decide is not possible) to its mildest form and shortest duration. Herbalism helps with a +2 bonus to this roll.

Poison

Someone poisoned can be supported by someone with healing knowledge gaining a +2 to saving check. If the poison has been inhaled or swallowed, only an healer with herbalism knowledges can. The healer must help the victim the round after the contact with poison and forfeit all his action in order to help the victim for the next five rounds (the saving throw is delayed). If interrupted, no bonus is gained.

Disease

Diseases have various symptoms and are spread through a number of ways. Several typical diseases are summarized
below. DC lists the phys+STR check against DC needed to prevent infection. Incubation lists the time before damage begins and Damage lists the ability damage the character takes after incubation and each day afterward.

Black Death: Injury or inhalation. DC 17, 1 day, 1d4 STR and 1 CHAR and target becomes fatigued.
Blinding Sickness; Spread in tainted water. Ingestion. DC 16, 1d3 days, 1d4 STR, if it causes more than 2 damages another save is required or the victim will be permanently blind.
Cackle Fever: high fever, disorientation, frequent bouts of hideous laughter. Inhaled, DC 16, 1 day, –1d6 MIND.
Demon Fever: Injury. DC 18, 1 day, –1d6 STR. -1STR if a second Fortitude save fails.
Devil Chills: Some demons and pit fiends spread it, injury. DC 14, 1d4 days, 1d4 STR. Requires 3 save throws to heal.
Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it. DC 15, 1d3 days, –1d3 STR and 1d3 DEX.
Mindfire; Feels like your brain is burning. Causes stupor. Inhaled, DC 12, 1 day, –1d4 MIND.
Red Ache: Skin turns red, bloated, and warm to the touch. Injury,
Shakes: Causes involuntary twitches, tremors, and fits.Contact, DC 13, 1 day, –1d8 DEX.
Slimy Doom: Victim turns into infectious goo from the inside out. Contact, DC 14, 1 day, –1d4 STR. permanent -1STR if fails a second Fortitude save.

Poison

Many kinds of poison exist, some of them deadly. It can happen due to a poisoned weapon, a naturally poisonous creature or plant, or consumed in food and drinks. See description of each of them for further details. Poisons, generally, don't damage HP, but directly Stat points. Ability damage is temporary unless marked with an asterisk(*), in which case the loss is permanent.

Make a PHYS+STR check against poison's DC to see if it takes effect. Damage is expressed as X/Y, where X is the initial damage taken if the check fails, Y the secondary damage if a second save, rolled after one minute, also fails.

Unconsciousness lasts 1d3 hours. Price lists the cost for one dose of the poison.

Death From Poison

A poisoned character who dies (as a result of poisoning or not) may still have active venom in his blood. It's impossible to calculate the time it remains active (different body types, no blood circulation...), so it will be for at least 2d6 hours. If resurrected, the character could still be poisoned.

Extreme Heat & Cold

If not wearing suitable protection, roll a Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Resurrection

The only way a dead character can return to life is with an appropriate spell (or similar divine power or device). See the description of these spells for more specific information.

Fatigue (Optional)

This rule adds a bit of consequence to taking lethal or non-lethal damages (either via combat or spell casting). Subtract your non-lethal damages to your actual HP. When the resulting value is 1/2 of the max HP the character is fatigued, when less than 1/4 is exhausted.

Fatigued – cannot run nor charge and takes a -2 penalty to STR and DEX.

Exhausted - moves at half speed and takes a -6 penalty to Strength and Dexterity.

MOVEMENT

Movement while adventuring has a fundamental importance. You will find yourself marching across plains, making your way in deep forests, climbing rocks and buildings, swim in deep waters. While generally having a general knowledge of simple movement basics is enough, sometimes you will need to analyse exactly how you can move in the scenario around you.

Walking

A creature in normal conditions can walk 10x"base movement" yards per minute. Can also jog, run or run faster, multiplying this distance by 1,5, 2 or 3.

A normal day's marching lasts for 10 hours, including reasonable stops for rest and meals. Under normal conditions, a character can walk twice his movement rate in miles in those 10 hours.

Force marching enables a character to travel 2 ½ times his movement rate in miles At the end of each day of the march, the character or creature must roll a STR check. If the check fails, no more force marching attempts can be made until the characters have completely recovered from the ordeal. Recovery requires half a day per day of force marching. But even if the check fails, the character can continue overland movement at his normal rate.Each day of force marching results in a -1 penalty to all attack rolls. This modifier is cumulative.

Difficult Terrains

Walking or marching could be more difficult in certain terrains than in others. In the following table suggested modifiers to normal movement speed.

Terrain	**Highway**	**Road orTrail**	**Trackless**
Desert, sandy	×1	×½	×½
Flatlands	×1	×1	×¾
Forest	×1	×1	×½

Hills	×1	×¾	×½
Jungle	×1	×¾	×¼
Moor	×1	×1	×¾
Mountains	×¾	×¾	×½
Swamp	×1	×¾	×½
Tundra, frozen	×1	×¾	×¾

Distances

Personal Movement

Speed	**3**	**4**	**6**	**8**
One Round	15 ft.	20 ft.	30 ft.	40 ft.
One Minute	150 ft.	200 ft.	300 ft.	400 ft.
One Hour	1½ mi.	2 mi	3 mi.	4 mi.
One Day	12 mi.	16 mi.	24 mi.	32 mi.

Mounted Movement

Mounts	**Per Hour**	**Per Day**
Light Horse or Warhorse	6	48
Heavy Horse or Warhorse	5	40
Pony or Warpony	4	32
Donkey or Mule	3	24
Dog, Riding	4	32

Vehicle Movement

Vehicles	**Per Hour**	**Per Day**
Cart or Wagon	2	16
Raft or Barge (poled or towed)	1	25
Keelboat (rowed)	1	10
Rowboat (rowed)	1 ½	15
Sailing Ship (sailed)	2	48
Warship (sailed and rowed)	2 ½	60
Longship (sailed and rowed)	3	72
Galley (rowed and sailed)	4	96

Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Running (optional)

If necessary (in an important chase, for example) a STR check must be done after some time spent running: after STR turns if jogging, STR/2 if running, STR/4 if running faster respectively with no penality, with -2 penality and -4 penality. If a check fails you can only keep jogging or, if were jogging, you have to stop and rest.

Swimming

Untrained swimmers, when unencumbered, can only manage to stay on the surface in calm waters.

All characters that can swim can cover half their current land movement rate in calm water if not wearing metal armor. Each half-hour spent swimming causes a cumulative penalty of -1 to all attack rolls and a temporary -1 STR.

If a swimming character fails a STR check, he must tread water for half an hour before he can continue swimming (this counts as time spent swimming, for purposes of STR point loss). A character drowns if his STR score drops to 0. Each day of rest recovers 1d6 ability points

Climbing

When climbing, a check roll is required every 10 feet. If not successful, the character cannot find a route to continue climbing and can only go back or let go the grip and fall. When deciding the DC for the roll (percentile) the GM has to consider not only the kind of surface to climb (frequency of handholds), but the race and class of the character. Players have to roll a value equal or less than the percentile requested by the Game Master to succeed.

Falling

Falling is a really dangerous action. A falling creature suffers 1d6 damage per 10 feet, halved if a Phys+DEX saving roll is successful, where DC is equal to depth fallen in feet. If the fall ends in an area with spikes or jagged rocks, add +1 hp of damage to falling damage per 10′ fallen (with a maximum of +10 hp).

Encumbrance

To simplify inventory management, characters can carry twelve items in addition to armor, primary weapon, and possibly a shield; up to six small items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item. The Game Master can decide that heavy or large objects may count as 2 or 3 slots (he has to consider the size of a normal backpack).
Heavy encumbered characters may suffer a DEX and SPD penality as decided by the GM.

LEVEL ADVANCEMENT

During their quests, wanderings, combats and a lot of different situations, characters gain experiences that help them to do better what they usually do or learn new things. In other words, advance their level. There are three ways to advance level: it's up to you and the Game Master to decide

Characters earn experience by completing adventures, defeating monsters and resolving puzzles, but GMs can also reward players with EXP points when they come up with clever thoughts, or when they follow the narration.

Even when a character has earned enough experience to attain the next level, the GM may not allow immediate advancement. He may require the character to receive training to advance. A GM can also rule that the circumstances are not appropriate for the character to advance in level, such as when the game session ends with the characters deep in an abandoned mine complex.

If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to STR, DEX , MIND or CHAR.

Game Master decision based advancement

Is the Game Master that decides if and when a character gains a level or gains some traits of new level (a new hit dice, new skills and proficiencies...) basing it in his scenario plot.

Encounter Level based advancement

Encounter Level (EL) is equal to Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Experience Points based advancement

Game Masters assign a value, expressed in Experience Points (EXP), proportional to the difficulty of the task/combat/puzzle faced. Each time, players add this value to their total and when this total is equal or greater than the needed amount, your character can advance.

Level	XP	Level	XP	Level	XP
1st	0	8th	128000	15th	960000
2nd	2000	9th	240000	16th	1080000
3rd	4000	10th	360000	17th	1200000
4th	8000	11th	480000	18th	1320000
5th	16000	12th	600000	19th	1440000
6th	32000	13th	720000	20th	1560000
7th	64000	14th	840000		

Multiclassing

A character can decide, at one point, to begin following a new path, changing his class. Characters may have up to two classes (for example, Fighter/Cleric, or Ranger/Rogue). A multiclass character's Character Level is the sum of the levels in both her classes (a Fighter 2 / Cleric 1 is a level 3 character).

When a character earns the right to go up a level, the player chooses which class to advance or, if the character is single-classed, the player may choose a second class, which begins at level 1.

Advancement is determined by Character Level, but spell descriptions and abilities which reference "level" mean "specific class level".

All Spells have the following characteristics:
Range: determines how far away the target of the spell can be from the caster and still be affected by it. Ranges are: *Self* (affecting only the caster); *Touch* (Target must be touched); *Near* (within 10 yards); *Short* (up to 100 yards); *Far* (target must be in sight of the caster); *Special* (target can be affected by the spell wherever he is as long as the caster has some sort of physical connection to the target like blood, hair or personal item)
Duration: How long the spell lasts: *Instant* (only a moment, although it's effects could be permanent); *Concentration* (as long as the caster concentrates on the spell doing nothing else, usually no more then 20 minutes); *Short*(up to 1 Hour); *Hours* (up to 6 hours); *Day* (a whole day)
Week (a whole week); *Feat* (till a specific condition set by the spell or the caster is met).
Save: How saving against the spell works: *None*(No save possible); *Half* (Saving denies half effect); *Full*(Saving denies all effects)

Notes about SUMMON MONSTER spells.

- The summoning of a monster out of nothing to do your will lasts for 1 round/ level.
- The monster has a number of HD equal the caster level that is required to cast the spell.
- The monster's AC equals 10 + (monster's HD / 2, round up)
- The monster inflicts damage equal to 1d8 plus half it's HD (round down)
- Each spell allows the caster to summon, instead of 1 monster from that spell, 1d3 monsters from the previous spell level or 1d4+1 monsters from the level below that.
- The monster always looks like a creature that reflects the caster's philosophies, beliefs and associations. I.E. an evil caster's monsters may look like demons, a

naturalist caster's as a glowing animal and a pious caster's monsters appear as glowing balls of light.

Divine Spells

Divine spellcasters can choose between the following spells, but have to carefully consider if these suits with their alignment or cult restrictions.

Level 0

Create Water	Creates 2 gallons/level of pure water.	Instantaneous (D)
Cure Minor Wounds	Cures 1 point of damage.	Instantaneous (D)
Detect Magic	Detects spells and magic items within 60 ft.	Concentration, up to 1 min./level (D)
Detect Poison	Detects poison in one creature or small object.	Instantaneous (D)
Guidance	+1 on one attack roll, saving throw, or skill check.	1 minute or until discharged
Inflict Minor Wounds	Touch attack, 1 point of damage.	Instantaneous
Light	Object shines like a torch.	10 min./level (D)
Mending	Makes minor repairs on an object.	Instantaneous
Purify Food and Drink	Purifies 1 cu. ft./level of food or water.	Instantaneous (D)
Read Magic	Read scrolls and spellbooks.	10 min./level
Resistance	Subject gains +1 on saving throws.	1 minute (D)
Virtue	Subject gains 1 temporary hp.	1 min.

Level 1

Bane	Enemies take -1 on attack rolls and saves against fear.	1 min./level
Bless	Allies gain +1 on attack rolls and +1 on saves against fear.	1 min./level
Bless Water	Makes holy water.	Instantaneous
Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.	1d4 rounds or 1 round; (D)
Command	One subject obeys selected command for 1 round.	1 round
Comprehend Languages	You understand all spoken and written languages.	10 min./level
Cure Light Wounds	Cures 1d8 damage +1/level (max +5).	Instantaneous (D)
Curse Water	Makes unholy water.	Instantaneous
Deathwatch	Reveals how near death subjects within 30 ft. are.	10 min./level
Detect Chaos	Reveals creatures, spells, or objects of selected alignment.	Concentration, up to 10 min./level (D)

Detect Evil	Reveals creatures, spells, or objects of selected alignment.	Concentration, up to 10 min./level (D)
Detect Good	Reveals creatures, spells, or objects of selected alignment.	Concentration, up to 10 min./level (D)
Detect Law	Reveals creatures, spells, or objects of selected alignment.	Concentration, up to 10 min./level (D)
Detect Undead	Reveals undead within 60 ft.	Concentration, up to 1 minute/level (D)
Divine Favor	You gain +1 per three levels on attack and damage rolls.	1 minute
Doom	One subject takes -2 on attack rolls, damage rolls, saves, and checks.	1 min./level
Endure Elements	Exist comfortably in hot or cold environments.	24 hours (D)
Entropic Shield	Ranged attacks against you have 20% miss chance.	1 min./level (D)
Hide from Undead	Undead can't perceive one subject/level.	10 min./level (D)
Inflict Light Wounds	Touch attack, 1d8 damage +1/level (max +5).	Instantaneous
Magic Stone	Three stones gain +1 on attack rolls, deal 1d6+1 damage.	30 minutes or until discharged (D)
Magic Weapon	Weapon gains +1 bonus.	1 min./level
Obscuring Mist	Fog surrounds you.	1 min./level (D)
Protection from Chaos	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Evil	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Good	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Law	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Remove Fear	Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.	10 minutes; (D)
Sanctuary	Opponents can't attack you, and you can't attack.	1 round/level
Shield of Faith	Aura grants +2 or higher deflection bonus.	1 min./level
Summon Monster I	Calls extraplanar creature to fight for you.	1 round/level (D)

Level 2

Aid	+1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +10).	1 min./level
Align Weapon	Weapon becomes good, evil, lawful, or chaotic.	1 min./level
Augury	Learns whether an action will be good or bad.	Instantaneous
Barkskin	Toughens a creature's skin. Grants +2 bonus to AC (+1 every 3 Levels starting from 6th).	10 min./level (D)
Bear's Endurance	Subject gains +4 to Fort for 1 min./level.	1 min./level (D)
Bull's Strength	Subject gains +4 to Str for 1 min./level.	1 min./level (D)

Calm Emotions	Calms creatures, negating emotion effects.	Concentration, up to 1 round/level (D)
Consecrate	Fills area of 20’radius with positive energy, making undead weaker. They suffer a -1 to all rolls and the caster gains a +3 to turning rolls..	2 hours/level
Cure Moderate Wounds	Cures 2d8 damage +1/level (max +10).	Instantaneous
Darkness	20-ft. radius of supernatural shadow.	10 min./level (D)
Death Knell	Kill dying creature and gain 1d8 temporary hp, +2 to Str, and +1 caster level (empowers known spells but doesn’t grant new spells).	Instantaneous/10 minutes per HD of subject.
Delay Poison	Stops poison from harming subject for 1 hour/level.	1 hour/level (D)
Desecrate	Fills area equal to a 25’ + 5’/ level with negative energy, making undead stronger. They gain +1 to all rolls.	2 hours/level
Eagle’s Splendor	Subject gains +4 to Cha for 1 min./level.	1 min./level (D)
Enthrall	Captivates all within 100 ft. + 10 ft./level. Will save.	1 hour or less
Find Traps	Notice traps as a rogue does (MIND + subterfuge) with a bonus equal to half your level (round down).	1 min./level
Gentle Repose	Preserves one corpse.	One day/level
Hold Person	Paralyses one humanoid for 1 round/level. The held creature may attempt a STR + physical save every round.	1 round/level (D)
Inflict Moderate Wounds	Touch attack, 2d8 damage +1/level (max +10).	Instantaneous
Make Whole	Repairs an object.	Instantaneous
Owl’s Wisdom	Subject gains +4 to Knowledge for 1 min./level.	1 min./level (D)
Remove Paralysis	Frees one or more creatures from paralysis or slow effect.	Instantaneous
Resist Energy	touched target ignores 20 points of damage/attack from specified energy type after save roll (acid, cold, electricity, fire, or sonic)	10 min./level (D)
Restoration, Lesser	Dispels magical ability penalty or repairs 1d4 ability damage.	Instantaneous
Shatter	Sonic vibration damages objects or crystalline creatures within 25’+ 5’/ level. Damage against crystalline creatures inflicts 1d6 damage per level (max 1d6, save halves damage).	Instantaneous
Shield Other	You take half of chosen subject’s damage. Subject must remain within 25’+ 5’/ level to benefit and gains +1 to AC and all rolls.	1 hour/level (D)
Silence	Negates sound in 20-ft. radius.	1 min./level (D)
Sound Burst	Deals 1d8 sonic damage to subjects at a range of 25’+ 5’/ level and a 10’radius ; may stun them on a failed STR + physical roll.	Instantaneous
Spiritual Weapon	Magic weapon attacks on its own within a range of 100‘+ 10’ / level for 1d8 + 1 / level damage for 1 round / level. It attacks as if wielded by caster but the caster can always do something else while “thinking” it to attack.	1 round/level (D)

Status	Monitors condition, position of allies.	1 hour/level
Summon Monster II	Calls extraplanar creature to fight for you.	1 round/level (D)
Undetectable Alignment	Conceals alignment for 24 hours.	24 hours
Zone of Truth	Subjects within range (25′+ 5′/ level) and radius (20′) cannot lie.	1 min./level

Level 3

Animate Dead	Creates a number of un-dead skeletons and/or zombies with a HD total equal to twice your caster level. They obey all commands until destroyed.	Instantaneous
Bestow Curse	-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	Permanent
Blindness/Deafness	Makes subject blinded or deafened.	Permanent (D)
Contagion	Infects subject with chosen disease.	Instantaneous (D)
Continual Flame	Makes a permanent, heatless torch.	Permanent
Create Food and Water	Feeds three humans (or one horse)/level.	24 hours; (D)
Cure Serious Wounds	Cures 3d8 damage +1/level (max +15).	Instantaneous (D)
Daylight	60-ft. radius of bright light.	10 min./level (D)
Deeper Darkness	Object sheds supernatural shadow in 60-ft. radius.	One day/level (D)
Dispel Magic	Cancels magical spells and effects.	Instantaneous
Glyph of Warding	Inscription harms 1d8 damage / 2 levels to those who pass it without proper password.	Permanent until discharged (D)
Helping Hand	Ghostly hand leads subject if within 5 miles to you if it chooses.	1 hour/level
Inflict Serious Wounds	Touch attack, 3d8 damage +1/level (max +15).	Instantaneous
Invisibility Purge	Dispels invisibility within 5 ft./level.	1 min./level (D)
Locate Object	Senses direction toward object (specific or type).	1 min./level
Magic Circle Against Chaos	As protection spells, but 10-ft. radius and 10 min./ level.	10 min./level
Magic Circle Against Evil	As protection spells, but 10-ft. radius and 10 min./ level.	10 min./level
Magic Circle Against Good	As protection spells, but 10-ft. radius and 10 min./ level.	10 min./level
Magic Circle Against Law	As protection spells, but 10-ft. radius and 10 min./ level.	10 min./level
Magic Vestment	Armor or shield gains +1 enhancement per four levels.	1 hour/level
Meld into Stone	You and your gear merge with stone.	10 min./level (D)
Obscure Object	Masks object against scrying.	8 hours (D)
Prayer	Allies +1 bonus on most rolls, enemies -1 penalty.	1 round/level

Protection from Energy	Absorb 12 points/level of damage from one kind of energy.	10 min./level or until discharged (D)
Remove Blindness/ Deafness	Cures normal or magical conditions.	Instantaneous (D)
Remove Curse	Frees object or person from curse.	Instantaneous
Remove Disease	Cures all diseases affecting subject.	Instantaneous (D)
Searing Light	Ray deals 1d8/two levels, more against undead.	Instantaneous
Speak with Dead	Corpse answers one question/two levels.	1 min./level
Stone Shape	Sculpts stone into any shape.	Instantaneous
Summon Monster III	Calls extraplanar creature to fight for you.	1 round/level (D)
Telepathic Bond, Lesser	As telepathic bond, but you and one other creature.	10 min./level
Water Breathing	Subjects can breathe underwater.	2 hours/level; (D)
Water Walk	Subject treads on water as if solid.	10 min./level (D)
Wind Wall	Deflects arrows, smaller creatures, and gases.	1 round/level (D)

Level 4

Air Walk	Subject treads on air as if solid (climb at 45-degree angle).	10 min./level (D)
Control Water	Raises or lowers bodies of water by a volume of 10 x 10 to a maximum height of depth of 1'/ level	10 min./level (D)
Cure Critical Wounds	Cures 4d8 damage +1/level (max +20).	Instantaneous
Death Ward	Grants immunity to death spells and negative energy effects.	1 min./level
Dimensional Anchor	Bars extradimensional movement. Requires a magic attack to hit AC to effect subject.	1 min./level
Discern Lies	Reveals deliberate falsehoods in 1 creature / level, at a range of 25'+ 5'/ level	Concentration, up to 1 round/level
Dismissal	Forces a creature to return to native plane.	Instantaneous
Divination	Provides useful advice for specific proposed actions.	Instantaneous
Divine Power	You gain attack bonus, +6 to Str, and 1 hp/level.	1 round/level
Freedom of Movement	Subject moves normally despite impediments.	10 min./level
Geas, Lesser	Commands subject of 7 HD or less.	One day/level or until discharged (D)
Giant Vermin	Turns centipedes, scorpions, or spiders into giant vermin.	1 min./level
Imbue with Spell Ability	Transfer 1 spell to subject, which can be cast at any time, once.	Permanent until discharged (D)
Inflict Critical Wounds	Touch attack, 4d8 damage +1/level (max +20).	Instantaneous
Magic Weapon, Greater	+1/four levels (max +5).	1 hour/level
Neutralize Poison	Immunizes subject against poison, detoxifies venom in or on subject.	10 min./level (D)

Planar Ally, Lesser	Exchange services with a 6 HD extraplanar creature.	Instantaneous
Poison	Touch deals 1d10 Str damage, repeats in 1 min.	Instantaneous; (D)
Repel Vermin	Insects, spiders, and other vermin stay 10 ft. away.	10 min./level (D)
Restoration	Restores level and ability score drains.	Instantaneous
Sending	Delivers short message anywhere, instantly.	1 round;
Spell Immunity	Subject is immune to one spell per four levels.	10 min./level
Summon Monster IV	Calls extraplanar creature to fight for you.	1 round/level (D)
Tongues	Speak any language.	10 min./level

Level 5

Atonement	Removes burden of misdeeds from subject.	Instantaneous
Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification.	Instantaneous
Command, Greater	As command, but affects one subject/level.	1 round/level (D)
Commune	Deity answers one yes-or-no question/level.	1 round/level
Cure Light Wounds, Mass	Cures 1d8 damage +1/level for many creatures.	Instantaneous (D)
Dispel Chaos	+4 bonus against attacks by chaotic creatures.	1 round/level or until discharged, whichever comes first
Dispel Evil	+4 bonus against attacks by evil creatures.	1 round/level or until discharged, whichever comes first
Dispel Good	+4 bonus against attacks by good creatures.	1 round/level or until discharged, whichever comes first
Dispel Law	+4 bonus against attacks by lawful creatures.	1 round/level or until discharged, whichever comes first
Disrupting Weapon	Melee weapon destroys undead of equal or lower HD provided they fail a save	1 round/level
Flame Strike	Smite foes with divine fire (1d6/level damage) within 100’+ 10’ with an area of 10’ radius. Save reduces damage by one quarter.	Instantaneous
Hallow	Designates location of 40’radius as holy for a year. All attempts to turn un dead gain a +4 bonus, undead cannot be raised in the area and the area acts as a magic circle against undead, demons, devils etc.	Instantaneous
Inflict Light Wounds, Mass	Deals 1d8 damage +1/level to any creatures.	Instantaneous (D)
Insect Plague	Locust swarms attack creatures (1 swarm / 3 levels).	1 min./level (D)

Mark of Justice	Designates action that will trigger curse on subject.	Permanent;
Plane Shift	As many as eight subjects travel to another plane.	Instantaneous
Raise Dead	Restores life to subject who died as long as one day/level ago.	Instantaneous
Righteous Might	Your size increases, and you gain combat bonuses (+8 STR, +4 AC, Damage inflicted goes up to next die, 1d6>1d8 etc).	1 round/level (D)
Scrying	Spies on subject from a distance.	1 min./level
Slay Living	Touch attack kills subject.	Instantaneous
Spell Resistance	Subject gains spell resistance 12 + level.	1 min./level
Summon Monster V	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Pain	Triggered rune wracks nearby creatures with pain. (60’radius, -4 on all rolls for 1 hour)	
Symbol of Sleep	Triggered rune puts nearby creatures under 10 HD into catatonic slumber for 3d6x10 minutes.	
True Seeing	Lets you see all things as they really are including in darkness, invisible, polymorphed etc. but not mundane events like being physically hidden, in disguise etc.	1 min./level (D)
Unhallow	Designates location as unholy for a year. Turning undead attempts suffer a -4 penalty and the area (40’radius) acts as a magic circle against good.	Instantaneous

Level 6

Animate Objects	Objects attack your foes.	1 round/level
Antilife Shell	10-ft. -radius field hedges out living creatures.	10 min./level (D)
Banishment	Banishes 2 HD/level of extraplanar creatures.	Instantaneous
Bear’s Endurance, Mass	As bear’s endurance, affects one subject/level.	1 min./level (D)
Blade Barrier	Wall of blades deals 1d6/level damage.	1 min./level
Bull’s Strength, Mass	As bull’s strength, affects one subject/level.	1 min./level (D)
Create Undead	Creates ghouls, ghasts, mummies, or mohrgs.	Instantaneous
Cure Moderate Wounds, Mass	Cures 2d8 damage +1/level for many creatures.	Instantaneous (D)
Dispel Magic, Greater	As dispel magic, but +20 on check.	Instantaneous
Eagle’s Splendor, Mass	As eagle’s splendor, affects one subject/level.	1 min./level (D)
Find the Path	Shows most direct way to a location.	10 min./level (D)
Forbiddance	Blocks planar travel, damages creatures of different alignment.	Permanent
Geas/Quest	As lesser geas, plus it affects any creature.	One day/level or until discharged (D)
Glyph of Warding, Greater	As glyph of warding, but up to 10d8 damage or 6th-level spell.	Permanent until discharged (D)
Harm	Deals 10 points/level damage to target.	Instantaneous

Heal	Cures 10 points/level of damage, all diseases and mental conditions.	Instantaneous
Heroes' Feast	Food for one creature/level cures and grants combat bonuses.	1 hour plus 12 hours;
Inflict Moderate Wounds, Mass	Deals 2d8 damage +1/level to many creatures.	Instantaneous
Owl's Wisdom, Mass	As owl's wisdom, affects one subject/level.	1 min./level
Planar Ally	As lesser planar ally, but up to 12 HD.	Instantaneous
Summon Monster VI	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Fear	Triggered rune panics nearby creatures.	
Symbol of Persuasion	Triggered rune charms nearby creatures.	
Undeath to Death	Destroys 1d4/level HD of undead (max 20d4).	Instantaneous
Wind Walk	You and your allies turn vaporous and travel fast.	1 hour/level (D);
Word of Recall	Teleports you back to designated place.	Instantaneous

Level 7

Blasphemy	Kills, paralyzes, weakens, or dazes nonevil subjects.	Instantaneous
Control Weather	Changes weather in local area.	4d12 hours (D)
Cure Serious Wounds, Mass	Cures 3d8 damage +1/level for many creatures.	Instantaneous
Destruction	Kills subject and destroys remains.	Instantaneous
Dictum	Kills, paralyzes, slows, or deafens nonlawful subjects.	Instantaneous
Ethereal Jaunt	You become ethereal for 1 round/level.	1 round/level (D)
Finger of Death	Kills a subject if fails a Save vs death.	Instantaneous (D)
Holy Word	Kills, paralyzes, slows, or deafens nongood subjects.	Instantaneous
Inflict Serious Wounds, Mass	Deals 3d8 damage +1/level to many creatures.	Instantaneous (D)
Refuge	Alters item to transport its possessor to you.	Permanent until discharged
Regenerate	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).	Instantaneous
Repulsion	Creatures can't approach you.	1 round/level (D)
Restoration, Greater	As restoration, plus restores all levels and ability scores.	Instantaneous
Resurrection	Fully restore dead subject.	Instantaneous
Scrying, Greater	As scrying, but faster and longer.	1 hour/level
Summon Monster VII	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Stunning	Triggered rune stuns nearby creatures.	
Symbol of Weakness	Triggered rune weakens nearby creatures.	

Word of Chaos	Kills, confuses, stuns, or deafens nonchaotic subjects.	Instantaneous

Level 8

Antimagic Field	Negates magic within 10 ft.	10 min./level (D)
Brain Spider	Eavesdrop on thoughts of up to eight other creatures.	1 min./level
Cloak of Chaos	+4 to AC, +4 Fortitude, spell resistance 25 against lawful spells.	1 round/level (D)
Create Greater Undead	Create shadows, wraiths, spectres, or devourers.	Instantaneous
Cure Critical Wounds, Mass	Cures 4d8 damage +1/level for many creatures.	Instantaneous (D)
Dimensional Lock	Teleportation and interplanar travel blocked for one day/level.	One day/level
Discern Location	Reveals exact location of creature or object.	Instantaneous
Earthquake	Intense tremor shakes 80-ft. -radius.	1 round (D)
Fire Storm	Deals 1d6/level fire damage.	Instantaneous (D)
Holy Aura	+4 to AC, +4 Fortitude, and spell resistance 25 against evil spells.	1 round/level (D)
Inflict Critical Wounds, Mass	Deals 4d8 damage +1/level to many creatures.	Instantaneous (D)
Planar Ally, Greater	As lesser planar ally, but up to 18 HD.	Instantaneous
Shield of Law	+4 to AC, +4 Fortitude, and spell resistance 25 against chaotic spells.	1 round/level (D)
Spell Immunity, Greater	As spell immunity, but up to 8th-level spells.	10 min./level
Summon Monster VIII	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Death	Triggered rune slays nearby creatures.	
Symbol of Insanity	Triggered rune renders nearby creatures insane.	
Unholy Aura	+4 to AC, +4 Fortitude, spell resistance 25 against good spells.	1 round/level (D)

Level 9

Astral Projection	Projects you and companions onto Astral Plane.	
Energy Drain	Subject gains 2d4 negative levels.	Instantaneous
Etherealness	Travel to Ethereal Plane with companions.	1 min./level (D)
Gate	Connects two planes for travel or summoning.	Instantaneous or concentration (up to 1 round/level);
Heal, Mass	As heal, but with several subjects.	Instantaneous (D)
Implosion	Kills one creature/round.	Concentration (up to 4 rounds)
Miracle	Requests a deity's intercession.	
Soul Bind	Traps newly dead soul to prevent resurrection.	Permanent

Storm of Vengeance	Storm rains acid, lightning, and hail.	Concentration (maximum 10 rounds) (D)
Summon Monster IX	Calls extraplanar creature to fight for you.	1 round/level (D)
True Resurrection	As resurrection but within 10 years per level of the creatures death and you must be able to identify exactly who the creature was. Remains are not needed.	Instantaneous

Arcane Spells

Level 0

Acid Splash	Orb deals 1d3 acid damage.	Instantaneous
Arcane Mark	Inscribes a personal rune (visible or invisible).	Permanent
Dancing Lights	Creates torches or other lights.	1 minute (D)
Daze	Humanoid creature of 4 HD or less loses next action.	1 round
Detect Magic	Detects spells and magic items within 60 ft.	Concentration, up to 1 min./level (D)
Detect Poison	Detects poison in one creature or small object.	Instantaneous (D)
Disrupt Undead	Deals 1d6 damage to one undead.	Instantaneous
Flare	Dazzles one creature (-1 on attack rolls).	Instantaneous
Ghost Sound	Figment sounds.	1 round/level (D)
Light	Object shines like a torch.	10 min./level (D)
Mage Hand	5-pound telekinesis.	Concentration
Mending	Makes minor repairs on an object.	Instantaneous
Message	Whispered conversation at distance.	10 min./level
Open/Close	Opens or closes small or light things.	Instantaneous
Prestidigitation	Performs minor tricks.	1 hour
Ray of Frost	Ray deals 1d3 cold damage.	Instantaneous
Read Magic	Read scrolls and spellbooks.	10 min./level
Resistance	Subject gains +1 on saving throws.	1 minute (D)
Touch of Fatigue	Touch attack fatigues target.	1 round/level

Level 1

Alarm	Wards an area for 2 hours/level.	2 hours/level (D)
Animate Rope	Makes a rope move at your command.	1 round/level
Burning Hands	1d4/level fire damage (max 5d4).	Instantaneous

Cause Fear	One creature of 5 HD or less flees for 1d4 rounds.	1d4 rounds or 1 round;
Charm Person	Makes one person your friend.	1 hour/level
Chill Touch	One touch/level deals 1d6 damage and possibly 1 Str damage.	Instantaneous
Color Spray	Knocks unconscious, blinds, and/or stuns weak creatures.	Instantaneous;
Comprehend Languages	You understand all spoken and written languages.	10 min./level
Detect Secret Doors	Reveals hidden doors within 60 ft.	Concentration, up to 1 min./level
Detect Undead	Reveals undead within 60 ft.	Concentration, up to 1 minute/level (D)
Disguise Self	Changes your appearance.	10 min./level
Endure Elements	Exist comfortably in hot or cold environments.	24 hours
Enlarge Person	Humanoid creature doubles in size.	1 min./level (D)
Erase	Mundane or magical writing vanishes.	Instantaneous
Expeditious Retreat	Your speed increases by 30 ft.	1 min./level (D)
Feather Fall	Objects or creatures fall slowly.	Until landing or 1 round/level
Floating Disk	Creates 3-ft. -diameter horizontal disk that holds 100 lb./level.	1 hour/level
Grease	Makes 10-ft. square or one object slippery.	1 round/level (D)
Hold Portal	Holds door shut.	1 min./level
Hypnotism	Fascinates 2d4 HD of creatures.	2d4 rounds
Identify	Determines properties of magic item.	Instantaneous
Jump	Subject gets bonus on Jump checks.	1 min./level (D)
Mage Armor	Gives subject +4 armor bonus.	1 hour/level
Magic Aura	Alters object's magic aura.	One day/level (D)
Magic Missile	1d4+1 damage; +1 missile per two levels above 1st (max 5).	Instantaneous
Magic Weapon	Weapon gains +1 bonus.	1 min./level
Mount	Summons riding horse for 2 hours/level.	2 hours/level (D)
Obscuring Mist	Fog surrounds you.	1 min./level (D)
Protection from Chaos	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Evil	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Good	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Protection from Law	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level (D)
Ray of Enfeeblement	Ray deals 1d6 +1 per two levels Str damage.	1 min./level
Reduce Person	Humanoid creature halves in size.	1 min./level (D)

Shield	Invisible disc gives +4 to AC, blocks magic missiles.	1 min./level (D)
Shocking Grasp	Touch delivers 1d6/level electricity damage (max 5d6).	Instantaneous
Silent Image	Creates minor illusion of your design.	Concentration
Sleep	Puts 4 HD of creatures into magical slumber.	1 min./level
Summon Monster I	Calls extraplanar creature to fight for you.	1 round/level (D)
True Strike	+20 on your next attack roll.	
Unseen Servant	Invisible force obeys your commands.	1 hour/level
Ventriloquism	Throws voice for 1 min./level.	1 min./level (D)

Level 2

Acid Arrow	Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.	1 round + 1 round per three levels
Alter Self	Assume form of a similar creature.	10 min./level (D)
Arcane Lock	Magically locks a portal or chest.	Permanent
Bear's Endurance	Subject gains +4 to Con for 1 min./level.	1 min./level (D)
Blindness/Deafness	Makes subject blinded or deafened.	Permanent (D)
Blur	Attacks miss subject 20% of the time.	1 min./level (D)
Bull's Strength	Subject gains +4 to Str for 1 min./level.	1 min./level (D)
Cat's Grace	Subject gains +4 to Dex for 1 min./level.	1 min./level (D)
Command Undead	Undead creature obeys your commands.	One day/level
Continual Flame	Makes a permanent, heatless torch.	Permanent
Darkness	20-ft. radius of supernatural shadow.	10 min./level (D)
Darkvision	See 60 ft. in total darkness.	1 hour/level (D)
Daze Monster	Living creature of 6 HD or less loses next action.	1 round
Detect Thoughts	Allows 'listening' to surface thoughts.	Concentration, up to 1 min./level (D)
Draw Runes	Stores a spell that you cast in a rune you draw to be released using a simple trigger you specify. The rune has to drawn using rare ingredients.	
Eagle's Splendor	Subject gains +4 to Cha for 1 min./level.	1 min./level (D)
False Life	Gain 1d10 temporary hp +1/level (max +10).	1 hour/level or until discharged;
Flaming Sphere	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.	1 round/level
Fog Cloud	Fog obscures vision.	10 min./level (D)
Fox's Cunning	Subject gains +4 Int for 1 min./level.	1 min./level (D)
Ghoul Touch	Paralyzes one subject, which exudes stEnch that makes those nearby sickened.	1d6+2 rounds
Glitterdust	Blinds creatures, outlines invisible creatures.	1 round/level
Gust of Wind	Blows away or knocks down smaller creatures.	1 round (D)

Hideous Laughter	Subject loses actions for 1 round/level.	1 round/level
Hypnotic Pattern	Fascinates (2d4 + level) HD of creatures.	Concentration + 2 rounds
Invisibility	Subject is invisible for 1 min./level or until it attacks.	1 min./level (D)
Knock	Opens locked or magically sealed door.	Instantaneous;
Levitate	Subject moves up and down at your direction.	1 min./level (D)
Locate Object	Senses direction toward object (specific or type).	1 min./level
Magic Mouth	Speaks once when triggered.	Permanent until discharged
Minor Image	As silent image, plus some sound.	Concentration +2 rounds
Mirror Image	Creates decoy duplicates of you (1d4 +1 per three levels, max 8).	1 min./level (D)
Misdirection	Misleads divinations for one creature or object.	1 hour/level
Obscure Object	Masks object against scrying.	8 hours (D)
Owl's Wisdom	Subject gains +4 to Wis for 1 min./level.	1 min./level (D)
Phantom Trap	Makes item seem trapped.	Permanent (D)
Protection from Arrows	Subject immune to most ranged attacks.	1 hour/level or until discharged
Pyrotechnics	Turns fire into blinding light or choking smoke.	1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud;
Resist Energy	Ignores first 10 (or more) points of damage/attack from specified energy type.	10 min./level
Rope Trick	As many as eight creatures hide in extradimensional space.	1 hour/level (D)
Scare	Panics creatures of less than 6 HD.	1 round/level or 1 round; for cause fear
Scorching Ray	Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).	Instantaneous
See Invisibility	Reveals invisible creatures or objects.	10 min./level (D)
Shatter	Sonic vibration damages objects or crystalline creatures.	Instantaneous
Spectral Hand	Creates disembodied glowing hand to deliver touch attacks.	1 min./level (D)
Spider Climb	Grants ability to walk on walls and ceilings.	10 min./level
Summon Monster II	Calls extraplanar creature to fight for you.	1 round/level (D)
Summon Swarm	Summons swarm of bats, rats, or spiders.	Concentration + 2 rounds
Touch of Idiocy	Subject takes 1d6 points of Int, Wis, and Cha damage.	10 min./level
Web	Fills 20-ft. -radius spread with sticky spiderwebs.	10 min./level (D)

Whispering Wind	Sends a short message 1 mile/level.	No more than 1 hour/level or until discharged (destination is reached)

Level 3

Arcane Sight	Magical auras become visible to you.	1 min./level (D)
Blacklight	Creates an area of total darkness impenetrable even to darkvision, but you can see normally within it. Creatures outside cannot see through it.	1 round/level (D)
Blink	You randomly vanish and reappear for 1 round/level.	1 round/level (D)
Clairaudience/ Clairvoyance	Hear or see at a distance for 1 min./level.	1 min./level (D)
Daylight	60-ft. radius of bright light.	10 min./level (D)
Deep Slumber	Puts 10 HD of creatures to sleep.	1 min./level
Dispel Magic	Cancels magical spells and effects.	Instantaneous
Displacement	Attacks miss subject 50%.	1 round/level (D)
Explosive Runes	Deals 6d6 damage when read.	Permanent until discharged (D)
Fireball	1d6 damage per level, 20-ft. radius.	Instantaneous
Flame Arrow	Arrows deal +1d6 fire damage.	10 min./level
Fly	Subject flies at speed of 60 ft.	1 min./level
Gaseous Form	Subject becomes insubstantial and can fly slowly.	2 min./level (D)
Gentle Repose	Preserves one corpse.	1 day/level (D)
Halt Undead	Immobilizes undead for 1 round/level.	1 round/level
Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	1 round/level
Heroism	Gives +2 bonus on attack rolls, saves, skill checks.	10 min./level
Hold Person	Paralyzes one humanoid for 1 round/level.	1 round/level (D)
Illusory Script	Only intended reader can decipher.	One day/level
Invisibility Sphere	Makes everyone within 10 ft. invisible.	1 min./level
Keen Edge	Doubles normal weapon's threat range.	10 min./level
Lightning Bolt	Electricity deals 1d6/level damage.	Instantaneous
Magic Circle Against Chaos	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Evil	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Good	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level
Magic Circle Against Law	As protection spells, but 10-ft. radius and 10 min./level.	10 min./level

Magic Weapon, Greater	+1/four levels (max +5).	1 hour/level
Major Image	As silent image, plus sound, smell and thermal effects.	Concentration + 3 rounds
Nondetection	Hides subject from divination, scrying.	1 hour/level
Phantom Steed	Magic horse appears for 1 hour/level.	1 hour/level (D)
Protection from Energy	Absorb 12 points/level of damage from one kind of energy.	10 min./level or until discharged
Rage	Subjects gains +2 to Phisic, +1 on Will saves, -2 to AC.	Concentration + 1 round/level (D)
Ray of Exhaustion	Ray makes subject exhausted.	1 min./level
Secret Page	Changes one page to hide its real content.	Permanent
Sepia Snake Sigil	Creates text symbol that immobilizes reader.	Permanent or until discharged; until released or 1d4 days + one day/level;
Shrink Item	Object shrinks to one-sixteenth size.	One day/level;
Sleet Storm	Hampers vision and movement.	1 round/level
Slow	One subject/level takes only one action/round, -1 to AC, reflex saves, and attack rolls.	1 round/level
Stinking Cloud	Nauseating vapors, 1 round/level.	1 round/level (D)
Suggestion	Compels subject to follow stated course of action.	1 hour/level or until completed
Summon Monster III	Calls extraplanar creature to fight for you.	1 round/level (D)
Telepathic Bond, Lesser	As telepathic bond, but you and one other creature.	10 min./level
Tiny Hut	Creates shelter for ten creatures.	2 hours/level (D)
Tongues	Speak any language.	10 min./level
Vampiric Touch	Touch deals 1d6/two levels damage; caster gains damage as hp.	Instantaneous/1 hour;
Water Breathing	Subjects can breathe underwater.	2 hours/level; (D)
Wind Wall	Deflects arrows, smaller creatures, and gases.	1 round/level (D)

Level 4

Animate Dead	Creates undead skeletons and zombies.	Instantaneous
Arcane Eye	Invisible floating eye moves 30 ft./round.	1 min./level (D)
Bestow Curse	-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	Permanent
Black Tentacles	Tentacles grapple all within 20 ft. spread.	1 round/level (D)
Charm Monster	Makes monster believe it is your ally.	One day/level (D)
Confusion	Subjects behave oddly for 1 round/level.	1 round/level
Contagion	Infects subject with chosen disease.	Instantaneous

Create Magic Item	Permanently enchant masterwork items including arms and armor with effects that are thematically linked to a spell you cast. The entire procedure takes a day. The item has to be custom made using rare ingredients.	Permanent
Crushing Despair	Subjects take -2 on attack rolls, damage rolls, saves, and checks.	1 min./level
Detect Scrying	Alerts you of magical eavesdropping.	24 hours
Dimensional Anchor	Bars extradimensional movement.	1 min./level
Dimension Door	Teleports you short distance.	Instantaneous
Enervation	Subject gains 1d4 negative levels.	Instantaneous
Enlarge Person, Mass	Enlarges several creatures.	1 min./level (D)
Fear	Subjects within cone flee for 1 round/level.	1 round/level or 1 round;
Fire Shield	Creatures attacking you take fire damage; you're protected from heat or cold.	1 round/level (D)
Fire Trap	Opened object deals 1d4 damage +1/level.	Permanent until discharged (D)
Geas, Lesser	Commands subject of 7 HD or less.	One day/level or until discharged (D)
Globe of Invulnerability, Lesser	Stops 1st- through 3rd-level spell effects.	1 round/level (D)
Hallucinatory Terrain	Makes one type of terrain appear like another (field into forest, or the like).	2 hours/level (D)
Ice Storm	Hail deals 5d6 damage in cylinder 40 ft. across.	1 full round (D)
Illusory Wall	Wall, floor, or ceiling looks real, but anything can pass through.	Permanent
Invisibility, Greater	As invisibility, but subject can attack and stay invisible.	1 round/level (D)
Locate Creature	Indicates direction to familiar creature.	10 min./level
Minor Creation	Creates one cloth or wood object.	1 hour/level (D)
Mnemonic Enhancer	Wizard only. Prepares extra spells or retains one just cast.	Instantaneous
Phantasmal Killer	Fearsome illusion kills subject or deals 3d6 damage.	Instantaneous
Polymorph	Gives one willing subject a new form.	1 min./level (D)
Rainbow Pattern	Lights fascinate 24 HD of creatures.	Concentration +1 round/level (D)
Reduce Person, Mass	Reduces several creatures.	1 min./level (D)
Remove Curse	Frees object or person from curse.	Instantaneous
Resilient Sphere	Force globe protects but traps one subject.	1 min./level (D)
Scrying	Spies on subject from a distance.	1 min./level
Secure Shelter	Creates sturdy cottage.	2 hours/level (D)
Shadow Conjuration	Mimics conjuration below 4th level, but only 20% real.	

Shout	Deafens all within cone and deals 5d6 sonic damage.	Instantaneous
Solid Fog	Blocks vision and slows movement.	1 min./level (D)
Stone Shape	Sculpts stone into any shape.	Instantaneous (D)
Stoneskin	Ignore 10 points of damage per attack.	10 min./level or until discharged (D)
Summon Monster IV	Calls extraplanar creature to fight for you.	1 round/level (D)
Wall of Fire	Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.	Concentration + 1 round/level (D)
Wall of Ice	Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.	1 min./level (D)

Level 5

Animal Growth	One animal/two levels doubles in size.	1 min./level (D)
Baleful Polymorph	Transforms subject into harmless animal.	Permanent (D)
Blight	Withers one plant or deals 1d6/level damage to plant creature.	Instantaneous
Break Enchantment	Frees subjects from enchantments, alterations, curses, and petrification.	Instantaneous
Cloudkill	Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage.	1 min./level
Cone of Cold	1d6/level cold damage.	Instantaneous
Contact Other Plane	Lets you ask question of extraplanar entity.	Concentration
Dismissal	Forces a creature to return to native plane.	Instantaneous
Dominate Person	Controls humanoid telepathically.	One day/level
Dream	Sends message to anyone sleeping.	
Fabricate	Transforms raw materials into finished items.	Instantaneous
False Vision	Fools scrying with an illusion.	1 hour/level
Feeblemind	Subject's MIND and CHA drop to 1.	Instantaneous
Hold Monster	As hold person, but any creature.	1 round/level (D)
Interposing Hand	Hand provides cover against one opponent. AC 20 and caster's total HP	1 round/level (D)
Mage's Faithful Hound	Phantom dog only you can see can guard 30 ft. and attack with 2d6+3 bite.	1 hour/caster level or until discharged, then 1 round/caster level;
Mage's Private Sanctum	Prevents anyone from viewing or scrying an area for 24 hours.	24 hours (D)
Magic Jar	Enables possession of another creature.	1 hour/level or until you return to your body
Major Creation	As minor creation, plus stone and metal.	

Mind Fog	Subjects in fog get -10 to Wis and Will checks.	30 minutes and 2d6 rounds;
Mirage Arcana	As hallucinatory terrain, plus structures.	Concentration +1 hour/level (D)
Nightmare	Sends vision dealing 1d10 damage, fatigue.	Instantaneous
Overland Flight	You fly at a speed of 40 ft. and can hustle over long distances.	1 hour/level
Passwall	Creates passage through wood or stone wall.	1 hour/level (D)
Permanency	Makes certain spells permanent. It costs experience (500xp per level of magic) and you have to be 9 levels above the magic level.	Permanent;
Persistent Image	As major image, but no concentration required.	1 min./level
Planar Binding, Lesser	Traps extraplanar creature of 6 HD or less until it performs a task.	Instantaneous
Prying Eyes	1d4 +1/level floating eyes scout for you.	1 hour/level; (D)
Secret Chest	Hides expensive and master-crafted chest on Ethereal Plane; you retrieve it at will using a smaller exact replica of it.	Sixty days or until discharged
Seeming	Changes appearance of one person per two levels.	12 hours (D)
Sending	Delivers short message anywhere, instantly.	1 round;
Shadow Evocation	Mimics evocation below 5th level, but only 20% real.	
Summon Monster V	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Pain	Triggered rune wracks nearby creatures with pain.	
Symbol of Sleep	Triggered rune puts nearby creatures into catatonic slumber.	
Telekinesis	Moves object, attacks creature, or hurls object or creature.	Concentration (up to 1 round/level) or instantaneous;
Telepathic Bond	Link lets allies communicate.	10 min./level (D)
Teleport	Instantly transports you as far as 100 miles/level.	Instantaneous
Transmute Mud to Rock	Transforms two 10-ft. cubes per level.	Permanent (D)
Transmute Rock to Mud	Transforms two 10-ft. cubes per level.	Permanent; (D)
Wall of Force	Wall is immune to damage.	1 round /level (D)
Wall of Stone	Creates a stone wall that can be shaped.	Instantaneous (D)
Waves of Fatigue	Several targets become fatigued.	Instantaneous

Level 6

Acid Fog	Fog deals acid damage.	1 round/level
Analyze Dweomer	Reveals magical aspects of subject.	1 round/level (D)
Antimagic Field	Negates magic within 10 ft.	10 min./level (D)
Bear's Endurance, Mass	As bear's endurance, affects one subject/level.	1 min./level (D)

Bull's Strength, Mass	As bull's strength, affects one subject/level.	1 min./level (D)
Cat's Grace, Mass	As cat's grace, affects one subject/level.	1 min./level (D)
Chain Lightning	1d6/level damage; 1 secondary bolt/level each deals half damage.	Instantaneous (D)
Circle of Death	Kills 1d4/level HD of creatures.	Instantaneous
Contingency	Sets trigger condition for another spell.	One day/level or until discharged
Control Water	Raises or lowers bodies of water.	10 min./level (D)
Create Golem	Creates constructs made of dead material	Process takes a day
Create Undead	Creates ghouls, ghasts, mummies, or mohrgs.	Instantaneous
Disintegrate	Makes one creature or object vanish.	Instantaneous
Dispel Magic, Greater	As dispel magic, but +20 on check.	Instantaneous
Eagle's Splendor, Mass	As eagle's splendor, affects one subject/level.	1 min./level (D)
Eyebite	Target becomes panicked, sickened, and comatose.	1 round per three levels;
Flesh to Stone	Turns subject creature into statue.	Instantaneous
Forceful Hand	Hand pushes creatures away.	1 round/level (D)
Fox's Cunning, Mass	As fox's cunning, affects one subject/level.	1 min./level (D)
Freezing Sphere	Freezes water or deals cold damage.	Instantaneous or 1 round/level; (D)
Geas/Quest	As lesser geas, plus it affects any creature.	One day/level or until discharged (D)
Globe of Invulnerability	As lesser globe of invulnerability, plus 4th-level spell effects.	1 round/level (D)
Guards and Wards	Array of magic effects protect area.	2 hours/level (D)
Heroism, Greater	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.	1 min./level
Legend Lore	Lets you learn tales about a person, place, or thing.	
Mage's Lucubration	Wizard only. Recalls spell of 5th level or lower.	Instantaneous
Mislead	Turns you invisible and creates illusory double.	1 round/level (D) and concentration + 3 rounds;
Move Earth	Digs trenches and builds hills, in an area up to 750' square and 10' deep.	Instantaneous (D)
Owl's Wisdom, Mass	As owl's wisdom, affects one subject/level.	1 min./level (D)
Permanent Image	Includes sight, sound, and smell.	Permanent (D)
Planar Binding	As lesser planar binding, but up to 12 HD.	Instantaneous
Probe Thoughts	Read subject's memories, one question/round.	Concentration
Programmed Image	As major image, plus triggered by event.	Permanent until triggered, then 1 round/level
Repulsion	Creatures can't approach you.	1 round/level (D)
Shadow Walk	Step into shadow to travel rapidly.	1 hour/level (D)
Stone to Flesh	Restores petrified creature.	Instantaneous
Suggestion, Mass	As suggestion, plus one subject/level.	1 hour/level or until completed

Summon Monster VI	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Fear	Triggered rune panics nearby creatures.	
Symbol of Persuasion	Triggered rune charms nearby creatures.	
Transformation	You gain combat bonuses.	1 round/level
True Seeing	Lets you see all things as they really are.	1 min./level
Undeath to Death	Destroys 1d4/level HD of undead (max 20d4).	Instantaneous
Veil	Changes appearance of group of creatures.	Concentration + 1 hour/level (D)
Wall of Iron	30 hp/four levels; can topple onto foes.	Instantaneous

Level 7

Arcane Sight, Greater	As arcane sight, but also reveals magic effects on creatures and objects.	1 min./level (D)
Banishment	Banishes 2 HD/level of extraplanar creatures.	Instantaneous
Control Undead	Undead don't attack you while under your command.	1 min./level
Control Weather	Changes weather in local area.	4d12 hours;
Delayed Blast Fireball	1d6/level fire damage; you can postpone blast for 5 rounds.	5 rounds or less;
Ethereal Jaunt	You become ethereal for 1 round/level.	1 round/level (D)
Finger of Death	Kills one subject.	Instantaneous
Forcecage	Cube or cage of force imprisons all inside.	2 hours/level (D)
Grasping Hand	Hand provides cover, pushes, or grapples.	1 round/level (D)
Hold Person, Mass	As hold person, but all within 30 ft.	1 round/level (D);
Insanity	Subject suffers continuous confusion.	Instantaneous
Instant Summons	Prepared object appears in your hand.	Permanent until discharged
Invisibility, Mass	As invisibility, but affects all in range.	1 min./level (D)
Limited Wish	Alters reality-within spell limits.	
Mage's Magnificent Mansion	Door leads to extradimensional mansion.	2 hours/level (D)
Mage's Sword	Floating magic blade strikes opponents.	1 round/level (D)
Phase Door	Creates an invisible passage through wood or stone.	One usage per two levels
Plane Shift	As many as eight subjects travel to another plane.	Instantaneous
Power Word Blind	Blinds creature with 200 hp or less.	

Prismatic Spray	Sprays seven multicolored beams of light from your hand. Creatures with 8 HD or less are automatically blinded for 2d4 rounds. Every creature in the area is randomly struck by one or more beams (roll 1d8): 1 Red, 20 fire damages (Reflex half); 2 Orange, 40 acid damages (Reflex half); 3 Yellow, 80 electricity damages (Reflex half); 4 Green, Poison (Kills; Fortitude partial, take 1d6 points of STR damage instead); 5 Blue, Turned to stone (Fortitude negates); 6 Indigo, Insane, as insanity spell (Will negates); 7 Violet, Sent to another plane (Will negates); 8 Struck by two rays, roll twice more, ignoring any "8" results.	Instantaneous
Project Image	Illusory double can talk and cast spells.	1 round/level (D)
Reverse Gravity	Objects and creatures fall upward.	1 round/level (D)
Scrying, Greater	As scrying, but faster and longer.	1 hour/level
Sequester	Subject is invisible to sight and scrying; renders creature comatose.	One day/level (D)
Shadow Conjuration, Greater	As shadow conjuration, but up to 6th level and 60% real.	
Simulacrum	Creates partially real double of a creature.	Instantaneous
Spell Turning	Spells and magic effects are reflected back to their casters (except area effect spells and touch spells). Spell Turning interests (1d4+6) spell levels. The roll is secret. If a spell with a level higher than turning levels left is cast, only part of the spell is reflected.	Until expended or 10 min./level
Statue	Subject can become a statue at will.	1 hour/level (D)
Summon Monster VII	Calls extraplanar creature to fight for you.	1 round/level (D)
Symbol of Stunning	Triggered rune stuns nearby creatures.	
Symbol of Weakness	Triggered rune weakens nearby creatures.	
Teleport, Greater	As teleport, but no range limit and no off-target arrival.	Instantaneous
Teleport Object	As teleport, but affects a touched object.	Instantaneous
Vision	As legend lore, but quicker and strenuous.	
Waves of Exhaustion	Several targets become exhausted.	Instantaneous

Level 8

Antipathy	Object or location affected by spell repels certain creatures.	2 hours/level (D)
Binding	Imprisons a creature, making it comatose, forcing it to not wander outside a certain spot or making it partially gaseous and confined inside a jar.	(D)
Charm Monster, Mass	As charm monster, but all within 30 ft.	One day/level
Clenched Fist	Large hand provides cover, pushes, or attacks your foes.	1 round/level (D)
Clone	Duplicate awakens when original dies.	Instantaneous

Create Greater Undead	Create shadows, wraiths, spectres, or devourers.	Instantaneous
Demand	As sending, plus you can send suggestion.	1 round;
Dimensional Lock	Teleportation and interplanar travel blocked for one day/level.	One day/level
Discern Location	Reveals exact location of creature or object.	Instantaneous
Horrid Wilting	Deals 1d6/level damage within 30 ft.	Instantaneous
Incendiary Cloud	Cloud deals 4d6 fire damage/round.	1 round/level
Iron Body	Your body becomes living iron.	1 min./level (D)
Irresistible Dance	Forces subject to dance.	1d4+1 rounds
Maddening Scream		1d4+1 rounds
Maze	Traps subject in extradimensional maze. Can make a MIND save with DC20 each round to exit.	10 min.
Mind Blank	Subject is immune to mental/emotional magic and scrying.	24 hours
Moment of Prescience	You gain insight bonus on single attack roll, check, or save.	1 hour/level or until discharged
Planar Binding, Greater	As lesser planar binding, but up to 18 HD.	Instantaneous
Polar Ray	Ranged touch attack deals 1d6/level cold damage.	Instantaneous
Polymorph Any Object	Changes any subject into anything else.	
Power Word Stun	Stuns creature with 150 hp or less.	
Protection from Spells	Confers +8 resistance bonus.	10 min./level
Prying Eyes, Greater	As prying eyes, but eyes have true seeing.	1 hour/level; (D)
Scintillating Pattern	Twisting colors confuse, stun, or render unconscious.	Concentration + 2 rounds
Screen	Illusion hides area from vision, scrying.	24 hours
Shadow Evocation, Greater	As shadow evocation, but up to 7th level and 60% real.	
Shout, Greater	Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.	Instantaneous
Summon Monster VIII	Calls extraplanar creature to fight for you.	1 round/level (D)
Sunburst	Blinds all within 10 ft., deals 6d6 damage.	Instantaneous
Symbol of Death	Triggered rune slays nearby creatures.	
Symbol of Insanity	Triggered rune renders nearby creatures insane.	
Sympathy	Object or location attracts certain creatures.	2 hours/level (D)
Telekinetic Sphere	As resilient sphere, but you move sphere telekinetically.	1 min./level (D)
Temporal Stasis	Puts subject into suspended animation.	Permanent
Trap the Soul	Imprisons subject within gem.	Permanent;

Level 9

Astral Projection	Projects you and companions onto Astral Plane.	
Crushing Hand	Large hand provides cover, pushes, or crushes your foes.	1 round/level (D)
Dominate Monster	As dominate person, but any creature.	One day/level
Energy Drain	Subject gains 2d4 negative levels.	Instantaneous
Etherealness	Travel to Ethereal Plane with companions.	1 min./level (D)

Foresight	'Sixth sense' warns of impending danger.	10 min./level
Freedom	Releases creature from imprisonment.	Instantaneous
Gate	Connects two planes for travel or summoning.	Instantaneous or concentration (up to 1 round/level);
Hold Monster, Mass	As hold monster, but all within 30 ft.	1 round/level (D);
Imprisonment	Entombs subject beneath the earth.	Instantaneous (D)
Mage's Disjunction	Dispels magic, disenchants magic items.	Instantaneous
Meteor Swarm	Four exploding spheres each deal 6d6 fire damage.	Instantaneous
Power Word Kill	Kills one creature with 100 hp or less.	Instantaneous
Refuge	Alters item to transport its possessor to you.	Permanent until discharged
Shades	As shadow conjuration, but up to 8th level and 80% real.	
Shapechange	Transforms you into any creature, and change forms once per round.	10 min./level (D)
Soul Bind	Traps newly dead soul to prevent resurrection.	Permanent
Summon Monster IX	Calls extraplanar creature to fight for you.	1 round/level (D)
Teleportation Circle	Circle teleports any creature inside to designated spot.	10 min./level (D)
Time Stop	You act freely for 1d4+1 rounds.	1d4+1 rounds (apparent time);
Wail of the Banshee	Kills one creature/level.	Instantaneous
Weird	As phantasmal killer, but affects all within 30 ft.	Instantaneous
Wish	As limited wish, but with fewer limits.	

Druid Spells

Druids can cast both divine and arcane magic, but only those related with nature: you can recognize them by a (D) in the spell duration. Druids have also their own exclusive spells:

Level 1

Goodberry	2d4 berries each cure 1 hp (max 8 hp/24 hours).	Instantaneous
Entangle	Plants entangle everyone in 40' radius	1 min./level
Faerie Fire	Outlines subjects with light, cancels blur, invisibility, etc..	1 min./level
Produce Flame	1d6 damage +1/level, touch or thrown.	Instantaneous
Speak with animals	Communicate with animals	1 min./level

Level 2

Heat Metal	Makes metal so hot it damages those who touches it	1 round/level
Tree Shape	You look exactly like a tree	1 hour/level
Warp Wood	Bends wood within 20′ radius	1 round

Level 3

Call Lightning	Calls down 3d6-damage lightning bolts from the sky once per round	1 min./level
Speak with Plants	You can talk to normal plants and plant creatures	1 min./level
Spike Growth	Creatures in area take d4 damage per 5′ movement, may be slowed.	1 hour/level

Level 4

Anti-Plant Shell	Keeps animated plants at bay by 10′ radius	10 min./level
Reincarnate	Brings dead subject back in random body.	Instantaneous
Spike Stones	Creatures in area take 1d8 damage per 5′ movement, may be slowed.	1 hour/level

Level 5

Awaken	Animal or Tree gains human intellect.	1 hour/level
Call Lightning Storm	Calls down 5d6-damage lightning bolts from the sky once per round	1 round/level

Level 6

Fire Seeds	Creates Acorn Grenades (1d6 fire dmg/lvl divided among up to 4 seeds) that explode in a 10′ radius and ignite combustibles.	1 min./level
Live Oak	Oak becomes treant guardian.	1 hour./level
Stone Tell	Talk to natural or worked stone	1 min./level
Transport via Plants	Move instantly from one plant to another of its type anywhere.	Instantaneous

Level 7

Changestaff	Your staff becomes a treant on command.	1 hour/level
Earthquake	Intense tremor shakes 80′ radius, collapsing ceilings, opening fissures,	1 round/level
Fire Storm	Does 1d6/lvl fire damage to 2 10′ cubes per level.	Instantaneous
Wind Walk	You and your allies turn vaporous and travel at up to 60mph	1 hour/level

A fantasy world is inhabited not only by common or exotic animals, but also by an incredible number of different creatures and monsters. Following just a small list of possible encounters and their stats. Game masters can decide to use them as they are, modify them or use them as blueprints to create new monsters.

AC = Armour Class
HD = Hit Dices. Also represent creature's Level
HP = Average Hit Points
Init = Initiative Modifier
SR = Spell Resistance
DR = Damage Resistance
DC = Difficulty Class

Monsters/Humanoids

Monster	AC	HD	hp	Init	Attacks and Qualities
Aboleth	16	8d8+40	76	+1	4tentacles+12(1d6+9andtransformation); transformation, psionics, enslave; mucus cloud
Achaierai	20	6d8+12	39	+1	2 claws +9 (2d6+4), bite +4 (4d6+2); black cloud; SR 19

Allip	15	4d12	26	+5	incorporeal touch +3 (1d4 perm. MIND); babble, madness; undead, incorporeal, +2 turn resistance
Ani. Object, Tiny	14	1/2 d10	2	+2	slam +1 (1d3-1); construct, hardness, etc.
Ani. Object, Small	14	1d10	5	+1	slam +1 (1d4); construct, hardness, etc.
Ani. Object, Medium	14	2d10	11	0	slam +2 (1d6+1); construct, hardness, etc.
Ani. Object, Large	14	4d10	22	0	slam +5 (1d8+4); construct, hardness, etc.
Ani. Object, Huge	13	8d10	44	-1	slam +9 (2d6+7); construct, hardness, etc.
Ani. Object, Gargantuan	12	16d10	88	-2	slam +15 (2d8+10); construct, hardness, etc.
Ani. Object, Colossal	11	32d10	176	-3	slam +25 (4d6+13); construct, hardness, etc.
Ankheg	18	3d10+9	25	0	bite +6 (2d6+7); imp. grab, acid, spit acid; tremorsense
Aranea	13	3d8+6	19	+6	bite +4 (1d6 & poison); poison (DC13, 1d6/2d6 Str), spells, web; alternate form
Arrowhawk, Juv.	20	3d8+3	16	+5	electricity ray +9 (2d6), bite +9 (1d6+1); electricity ray; immunities, fire and cold resistance 20
Arrowhawk, Adult	21	7d8+7	38	+5	electricity ray +12 (2d8), bite +12 (1d8+2); electricity ray; immunities, fire and cold resistance 20
Arrowhawk, Elder	22	15d8+45	112	+5	electricity ray +19 (2d8), bite +20 (2d6+9); electricity ray; immunities, fire and cold resistance 20
Assassin Vine	15	4d8+12	30	0	slam +7 (1d6+7); camouflage, electricity immunity, cold and fire resistance 20, blindsight
Basilisk	16	6d10+12	45	-1	bite +8 (1d8+3); petrifying gaze
Beholder	20	11d8+11	60	+4	eye rays +7 (var.), bite +2 (2d4); eye rays; all-around vision, antimagic cone, fly
Blink Dog	16	4d10	22	+3	bite +4 (1d6); blink, dimension door, scent
Bugbear	17	3d8+3	16	+1	morningstar +4 (1d8+2), javelin +3 (1d6+2); darkvision 60 ft.
Carrion Crawler	17	3d8+6	19	+2	8 tentacles +3(par), bite -2(1d4+1); paralysis (DC13); scent
Centaur	15	4d8+8	26	+2	greatclub +7 (1d10+4), 2 hooves +3 (1d6+2), mighty composite longbow +5 (1d8+4)
Chimera	16	9d10+27	76	+1	bite +12 (2d6+4), bite +10 (1d8+2), butt +10 (1d8+2), 2 claws +10 (1d6+2); breath (40 or 20 ft., DC17, 3d8); scent
Cockatrice	14	5d10	27	+3	bite +4 (1d4-2); petrification; petrification immunity
Devil, Imp	18	3d8	13	+3	sting +8 (1d4 &p); poison (DC13, 1d4/2d4 Dex), spell-like abilities; DR 5/silver, SR 5, poison immunity, fire resistance 20, see in darkness, polymorph, regen. 2
Dino, Deinonychus	16	4d10+12	34	+2	rake +6 (2d6+4), 2 claws +1 (1d3+2), bite +1 (2d4+2); scent

Dino, Elasmosaur.	13	5d10+25	52	+2	bite +9 (2d8+12); scent
Dino, Megaraptor	16	8d10+32	76	+2	rake +9 (2d8+5), 2 claws +4 (1d4+2), bite +4 (2d6+2); scent
Dino, Triceratops	18	16d10+112	200	-1	gore +15 (2d8+7); charge for x2 damage, trample; scent
Dino, Tyrannosaur.	14	18d10+72	171	+1	bite +20 (5d8+13); improved grab, swallow whole; scent
Dire Rat	15	1d8+1	5	+3	bite +4 (1d4 &d); disease (DC12); scent
Dire Weasel	16	3d8	13	+4	bite +6 (1d6+3); attach, blood drain (2d4 Str/rnd); scent
Dire Badger	16	3d8+12	25	+3	2 claws +4 (1d4+2), bite -1 (1d6+1); rage; scent
Dire Bat	20	4d8+12	30	+6	bite +5 (1d8+4); blindsight
Dire Ape	15	5d8+10	32	+2	2 claws +8 (1d6+6), bite +3 (1d8+3); rend 2d6+12; scent
Dire Wolverine	16	5d8+20	42	+3	2 claws +8 (1d6+6), bite +3 (1d8+3); rage; scent
Dire Wolf	14	6d8+18	45	+2	bite +10 (1d8+10); trip; scent
Dire Boar	15	7d8+21	52	0	bite +12 (1d8+12); ferocity; scent
Dire Lion	15	8d8+24	60	+2	2 claw +12 (1d6+7), bite +7 (1d8+3); pounce, rake 1d6+3; scent
Dire Bear	17	12d8+48	102	+1	2 claws +18 (2d4+10), bite +13 (2d8+5); imp. grab; scent
Dire Tiger	16	16d8+48	120	+2	2 claw +18(2d4+8), bite +13 (2d6+4); pounce, rake 2d4+4; scent
Dire Shark	17	18d8+54	135	+2	bite +17 (2d6+9); impossible grab, swallow whole; keen scent
Doppelganger	15	4d8+4	22	+1	2 slams +4 (1d6+1); detect thoughts; alter self, immunities
Dragon, Black, Adult	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (80 ft., DC23, 12d4), spell-like abilities, spells (3rd), fright (180 ft., DC20); blindsight (180 ft.), DR 5/+1, immunities, SR 18
Dragon, Blue, Adult	28	21d12+105	241	+4	bite +26 (2d8+7), 2 claws +21 (2d6+3), 2 wings +21 (1d8+3), tail slap +21 (2d6+10); breath (100 ft., DC25, 12d8), spell-like abilities, spells (5th), fright (180 ft., DC23); blindsight (180 ft.), DR 5/+1, immunities, SR 21
Dragon, Green, Adult	27	20d12+100	230	+4	bite +25 (2d8+7), 2 claws +20 (2d6+3), 2 wings +20 (1d8+3), tail slap +20 (2d6+10); breath (50 ft., DC25, 12d6), spell-like abilities, spells (5th), fright (180 ft., DC23); blindsight (180 ft.), DR 5/+1, immunities, SR 21
Dragon, Red, Adult	29	22d12+110	253	+4	bite +31 (2d8+11), 2 claws +26 (2d6+5), 2 wings +26 (1d8+5), tail slap +26 (2d6+16); breath (50 ft., DC26, 12d10), spells (7th), fright (180 ft., DC24); blindsight (180 ft.), fire subtype, DR 5/+1, immunities, SR 21

Dragon, White, Adult	26	18d12+72	189	0	bite +23 (2d6+6), 2 claws +18 (1d8+3), 2 wings +18 (1d6+3), tail slap +18 (1d8+9); breath (40 ft., DC23, 6d6), spell-like abilities, spells (1st), fright (180 ft., Will DC 19); blindsight (180 ft.), cold subtype, DR 5/+1, immunities, SR 18
Dragon, Brass, Adult	27	19d12+76	199	0	bite +24 (2d6+6), 2 claws +19 (1d8+3), 2 wings +19 (1d6+3), tail slap +19 (1d8+9); breath (80 ft., DC23, 6d6 or 40 ft., sleep 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC21); blindsight (180 ft), fire s-type, DR 5/+1, immun., SR 20
Dragon, Copper, Adult	28	20d12+80	210	+4	bite +25 (2d6+6), 2 claws +20 (1d8+3), 2 wings +20 (1d6+3), tail slap +20 (1d8+9); breath (80 ft., DC24, 12d4 or 40 ft., slowed 1d6+6), spell-like abilities, spells (7th), fright (180 ft., DC23); blindsight (180 ft.), DR 5/+1, immunities, SR 21
Dragon, Gold, Adult	30	23d12+115	264	+4	bite +32 (2d8+11), 2 claws +27 (2d6+5), 2 wings +27(1d8+5), tail slap +27 (2d6+16); breath (50 ft., DC26, 12d10 or 6 Str), spell-like abilities, spells (7th), fright (180 ft., DC26); blindsight (180 ft.), fire subtype, DR 5/+1, immunities, SR 23
Dragon, Silver, Adult	29	22d12+110	253	+4	bite +28 (2d8+8), 2 claws +23 (2d6+4), 2 wings +23 (1d8+4), tail slap +23 (2d6+12); breath (50 ft., DC26, 12d8 or paralyzed 1d6+6), spell-like abils, spells (7th), fright (180 ft., DC26); blindsight (180 ft.), DR 5/+1, immunities, SR 22
Dryad	12	2d6	7	+6	dagger +1 (1d4); spell-like abilities; symbiosis
Dwarf	16	1d8+1	5	0	waraxe +1 (1d10), short bow +1 (1d6); +1 attacks vs. orcs/goblins; +4 AC vs. giants, +2 save vs. spells/poisons, darkvision 60 ft.
Dwarf, Deep	16	1d8+1	5	0	waraxe +1 (1d10), short bow +1 (1d6); +4 AC vs giants, +3 save vs. spells/poisons, darkvision 90 ft., light sensitivity (-1 attacks)
Dwarf, Derro	16	1d8+1	5	0	dagger +0 (1d4), +0 (1d4), repetition crossbow +3 (1d8 &p); poison (DC13, 1/1d2 Con), +1 attacks vs orc/goblins; +4 AC vs giants, +2 saves vs. spells/poisons, SR 18, darkvision 30 ft., light vulnerability
Dwarf, Gray	16	1d8+1	5	0	heavy pick +1 (1d6), light crossbow+1(1d8); +1 attacks vs. orc/goblins; +4 AC vs. giants, +2 saves vs. spells/poisons, immune to paralysis/phantasm; spell abilities, darkvision 120 ft., light sensitivity
Elemental, Air, Small	17	2d8	9	+7	slam +5 (1d4); air mastery, whirlwind; elemental

Elemental, Air, Medium	18	4d8+8	26	+9	slam +8 (1d6+1); air mastery, whirlwind; elemental
Elemental, Air, Large	20	8d8+24	60	+11	slam +12/+7 (2d6+3); air mastery, whirlwind; elemental, DR 10/+1
Elemental, Air, Huge	21	16d8+64	136	+13	slam +19/+14/+9 (2d8+6); air mastery, whirlwind; elemental, DR 10/+2
Elemental, Air, Greater	26	21d8+84	178	+14	slam +23/+18/+13 (2d8+7); air mastery, whirlwind; elemental, DR 10/+2
Elemental, Air, Elder	27	24d8+96	204	+15	slam +27/+22/+17/+12 (2d8+9); air mastery, whirlwind; elemental, DR 15/+3
Elemental, Earth, Small	17	2d8+2	11	-1	slam +5 (1d6+4); earth mastery, push; elemental
Elemental, Earth, Medium	18	4d8+12	30	-1	slam +8 (1d8+7); earth mastery, push; elemental
Elemental, Earth, Large	18	8d8+32	68	-1	slam +12/+7 (2d8+10); earth mastery, push; elemental, DR 10/+1
Elemental, Earth, Huge	18	16d8+80	152	-1	slam +19/+14/+9 (2d10+13); earth mastery, push; elemental, DR 10/+2
Elemental, Earth, Greater	20	21d8+105	199	-1	slam +23/+18/+13 (2d10+15); earth mastery, push; elemental, DR 10/+2
Elemental, Earth, Elder	22	24d8+120	228	-1	slam +27/+22/+17/+12 (2d10+16); earth mastery, push; elemental, DR 15/+3
Elemental, Fire, Small	15	2d8	9	+5	slam +3 (1d4 & 1d4 fire); burn; elemental, fire subtype
Elemental, Fire, Medium	16	4d8+8	26	+7	slam +6 (1d6+1 & 1d6 fire); burn; elemental, fire subtype
Elemental, Fire, Large	18	8d8+24	60	+9	slam +10/+5 (2d6+3 & 2d6 fire); burn; elemental, DR 10/+1, fire subtype
Elemental, Fire, Huge	19	16d8+64	136	+11	slam +17/+12/+7 (2d8+6 & 2d8 fire); burn; elemental, DR 10/+2, fire subtype
Elemental, Fire, Greater	24	21d8+84	178	+12	slam +21/+16/+11 (2d8+7 & 2d8 fire); burn; elemental, DR 10/+2, fire subtype
Elemental, Fire, Elder	25	24d8+96	204	+13	slam +25/+20/+15/+10 (2d8+9 & 2d8 fire); burn; elemental, DR 15/+3, fire subtype
Elemental, Water, Small	17	2d8+2	11	0	slam +4 (1d6+3); water mastery, drench, vortex; elemental
Elemental, Water, Medium	19	4d8+12	30	+1	slam +6 (1d8+4); water mastery, drench, vortex; elemental
Elemental, Water, Large	20	8d8+32	68	+2	slam +10/+5 (2d8+7); water mastery, drench, vortex; elemental, DR 10/+1
Elemental, Water, Huge	21	16d8+80	152	+4	slam +17/+12/+7 (2d10+10); water mastery, drench, vortex; elemental, DR 10/+2
Elemental, Water, Greater	22	21d8+105	199	+5	slam +21/+16/+11 (2d10+12); water mastery, drench, vortex; elemental, DR 10/+2
Elemental, Water, Elder	23	24d8+120	228	+6	slam +25/+20/+15/+10 (2d10+13); water mastery, drench, vortex; elemental, DR 15/+3
Elf	15	1d8-1	3	+1	longsword +1 (1d8), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep

Elf, Aquatic	15	1d8	4	+1	trident +1 (1d8), light spear +1 (1d8), net touch +2 (entangle); gills, low-light vision, +2 save vs enchantments, immune to sleep
Elf, Dark	15	1d8-1	3	+1	longsword +1 (1d8), longbow +2 (1d8 &p); poison (DC17, 1 min./2d4 hours unconscious), darkvision 120 ft., +2 saves vs. spells, immune to sleep, light blindness, spell abilities, SR 12
Elf, Wild	15	1d8	4	+1	longsword +1 (1d8), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Elf, Wood	15	1d8-1	3	+1	longsword +1 (1d8+1), longbow +2 (1d8); low-light vision, +2 saves vs. enchantment, immune to sleep
Ettercap	14	5d8+5	27	+3	bite +3 (1d8 &p), 2 claws +1 (1d3); poison (DC13, 1d6/2d6 Dex), web, poison; low-light vision
Ettin	18	10d8+20	65	+3	2 greatclubs +12/+7 (1d10+6), 2 longspears +5/+0 (1d8+6); superior two-weapon fighting; darkvision 90 ft.
Gargoyle	16	4d10+16	38	+2	2 claw +6 (1d4), bite +4 (1d6), gore +4 (1d6); DR 15/+1, frz.
Genie, Janni	18	6d8+6	33	+6	scimitar +9/+4 (1d8+4), longbow +8/+3 (1d8); spell-like abilities; plane shift, telepathy, fire resistance 30, elemental endurance
Genie, Djinni	16	7d8+14	45	+8	slam +10/+5 (1d8+6); spell-like abilities, air mastery, whirlwind; plane shift, telepathy, acid immunity
Genie, Efreeti	18	10d8+20	65	+7	slam +15/+10 (1d8+9 and 1d6 fire); spell-like abilities, heat; plane shift, telepathy
Ghoul	14	2d12	13	+2	bite +3 (1d6+1 & par), 2 claws +0 (1d3 &par); paralysis (DC14), create spawn; undead, +2 turn resistance
Ghast	16	4d12	26	+2	bite +4(1d8+1 & par), 2 claws +1 (1d4 & par); stench (10 ft., DC15, -2 to all rolls), paralysis (DC15), create spawn; undead, +2 turn resistance
Giant, Hill	20	12d8+48	102	-1	huge greatclub +16/+11 (2d6+10), rock +8/+3 (2d6+7); rock throwing, rock catching
Giant, Stone	25	14d8+56	119	+2	huge greatclub +17/+12 (2d6+12), rock +12/+7 (2d8+8); rock throwing; rock catching
Giant, Frost	21	14d8+70	133	-1	huge greataxe +18/+13 (2d8+13), rock +9/+4 (2d6+9); rock throwing; rock catching, cold subtype
Giant, Fire	21	15d8+75	142	-1	huge greatsword +20/+15/+10 (2d8+15), rock +10/+5/+0 (2d6+10 & 2d6 fire); rock throwing; rock catching, fire subtype
Giant, Cloud	21	17d8+102	178	+1	gargantuan morningstar +22/+17/+12 (4d6+18), rock +12/+7/+2 (2d8+12); rock throwing, spell-like abilities; rock catching, scent

Giant, Storm	27	19d8+114	199	+2	gargantuan greatsword +26/+21/+16 (4d6+21), gargantuan mighty composite longbow +14/+9/+4 (2d8+14); spelllike abilities; electricity immune, rock catching, freedom of movement, water breath.
Giant Eagle	15	4d10+4	26	+3	2 claws +7 (1d6+4), bite +2 (1d8+2); evasion
Giant Owl	15	4d10+4	26	+3	2 claws +7 (1d6+4), bite +2 (1d8+2); superior low-light vision
Girallon	16	7d10+14	52	+3	4 claws +12 (1d4+8), bite +7 (1d8+4); rend 2d4+12; scent
Gnoll	17	2d8+2	11	0	battleaxe +3 (1d8+2), shortbow +1 (1d6); darkvision 60 ft.
Gnome	16	1d8+1	5	0	short sword +2 (1d6-1), light crossbow+2 (1d8); spells; low-light vision, +2 save vs illusion, +1 attacks vs kobold/goblin, +4 AC vs giant
Gnome, Deep	21	1d8	4	0	short sword +2 (1d6-1), light crossbow+2 (1d8); spells; nondetectable, darkvision 120 ft., +2 save vs illusion, +1 atk vs gobln., DR 12
Gnome, Forest	16	1d8+1	5	0	short sword +2 (1d6-1), light crossbow+2 (1d8); pass., low-light vision, +2 save vs illusion, +1 attacks vs humanoids, +4 AC vs giant
Goblin	15	1d8	4	+1	morningstar +1 (1d8-1), dart +3 (1d4-1); darkvision 60 ft.
Golem, Flesh	18	9d10	49	-1	2 slams +10 (2d8+5); berserk; construct, magic immunity, DR 15/+1
Golem, Clay	22	11d10	60	-1	2 slams +14 (2d10+7); berserk, wound; construct, magic immunity, DR 20/+1, immune to piercing/slashing, haste
Golem, Stone	26	14d10	77	-1	2 slams +18 (2d10+9); slow; construct, magic immunity, DR 30/+2
Golem, Iron	30	18d10	99	-1	2 slams +23 (2d10+11); breath (10 ft.,p); poison (DC17, 1d4 STR/death), construct, magic immunity, DR 50/+3, rust vulnerability
Gorgon	18	8d10+24	68	+4	gore +12 (1d8+7); breath weapon (60 ft., Fort DC17, turn to stone), trample 1d8+7; scent
Halfling	15	1d8	4	+1	light sword+2 (1d8-1), heavy crossbow +3 (1d10); +2 saves vs. fear
Halfling, Tallfellow	15	1d8	4	+1	light sword+2 (1d8-1), heavy crossbow +3 (1d10); +2 saves vs. fear
Halfling, Deep	15	1d8	4	+1	light sword+2 (1d8-1), heavy crossbow +3 (1d10); +2 saves vs. fear, darkvision 60 ft., stonecunning
Harpy	13	7d8	31	+2	club +7/+2 (1d4), 2 claws +2 (1d3); captivating song
Hell Hound	16	4d8+4	22	+5	bite +5 (1d8+1); breath (30 ft., DC13, 1d4+1); scent, fire subtype
Hippogriff	15	3d10+9	25	+2	2 claws +5 (1d4+4), bite +0 (1d8+2)
Hobgoblin	15	1d8+1	5	+1	longsword +1 (1d8), javelin +2 (1d6); darkvision 60 ft.

Homunculus	14	2d10	11	+2	bite +2 (1d4-1 &p); poison (DC11, 1/ 5d6 min. sleep), construct
Howler	17	6d8+12	39	+7	bite +10 (2d8+5), 1d4 quills +5 (1d4+2); quills, howl
Hydra (5 heads)	15	5d10+25	52	+1	5 bites +4 (1d10+3); scent
Hydra (6 heads)	15	6d10+30	63	+1	6 bites +5 (1d10+3); scent
Hydra (7 heads)	15	7d10+35	73	+1	7 bites +7 (1d10+4); scent
Hydra (8 heads)	15	8d10+40	84	+1	8 bites +8 (1d10+4); scent
Hydra (9 heads)	15	9d10+45	94	+1	9 bites +9 (1d10+5); scent
Hydra (10 heads)	15	10d10+50	105	+1	10 bites +10 (1d10+5); scent
Hydra (11 heads)	15	11d10+55	115	+1	11 bites +12 (1d10+6); scent
Hydra (12 heads)	15	12d10+60	126	+1	12 bites +13 (1d10+6); scent
Invisible Stalker	17	8d8+16	52	+8	slam +10/+5 (2d6+6); elemental, natural invisibility, imp. track
Kobold	15	1/2 d8	2	+1	h-spear -1 (1d6-2), light crossbow+2 (1d8); darkvision 60, light sensivity
Kraken	20	20d10+180	290	+4	2 tentacle rakes +28 (2d8+12), 6 arms +23 (1d6+6), bite +23 (4d6+6); improved grab, constrict 2d8+12 or 1d6+6; jet, ink cloud, spell-like abilities
Kuo-Toa	18	2d8+2	11	0	spear +3 (1d8+1), bite -2 (1d4); lightning bolt, pincer staff; keen sight, slippery, adhesive, immunities, electricity resistance 30, light blindness, amphibious
Lamia	17	9d10+9	58	+2	touch +9 (1 permanent MIND drain), dagger +11/+6 (1d4); spell-like abilities, wisdom drain
Lammasu	14	7d10+21	59	0	2 claws +12 (1d6+6); spells, pounce, rake 1d6+3; magic circle against evil, spell-like abilities
Lizardfolk	15	2d8+2	11	0	2 claws +2 (1d4+1), bite +0 (1d4), javelin +1 (1d6+1)
Locathah	14	2d8	9	+1	longspear +1 (1d8), light crossbow +2 (1d8)
Magmin	14	2d8	9	+1	burning touch +1 (1d8 fire and combustion); combustion, fiery aura; elemental, fire subtype, melt weapon, DR 15/+1
Manticore	16	6d10+24	57	+2	2 claw +9 (2d4+5), bite +7 (1d8+2), 6 spikes +6 (1d8+2); scent
Medusa	15	6d8 +6	33	+2	shortbow +8/+3 (1d6), dagger +6/+1 (1d4), snakes +3 (1d4 &p); poison (DC14, 1d6/2d6 Str), petrifying gaze, poison
Mephit, Air	17	3d8	13	+7	2 claws +4 (1d3); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Mephit, Dust	17	3d8	13	+7	2 claws +4(1d3); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fast healing 2, DR 5/+1

Mephit, Earth	16	3d8+3	16	-1	2 claws +7 (1d3+3); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 10/+1
Mephit, Fire	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (15 ft., DC12, 1d8), spell-like abils, summon mephit; fire subtype, fast heal 2, DR 5/+1
Mephit, Ice	18	3d8	13	+7	2 claws +4 (1d3 & 2 cold); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; cold subtype, fast healing 2, DR 5/+1
Mephit, Magma	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fire subtype, fast healing 2, DR 5/+1
Mephit, Ooze	16	3d8+3	16	0	2 claws +6 (1d3+2); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Mephit, Salt	16	3d8+3	16	-1	2 claws +7 (1d3+3); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fast healing 2, DR 10/+1
Mephit, Steam	16	3d8	13	+5	2 claws +4 (1d3 & 2 fire); breath (10 ft., DC12, 1d4 & torment), spell-like abilities, summon mephit; fire subtype, fast healing 2, DR 5/+1
Mephit, Water	16	3d8+3	16	0	2 claws +6 (1d3+2); breath (15 ft., DC12, 1d8), spell-like abilities, summon mephit; fast healing 2, DR 5/+1
Merfolk	13	1d8+1	5	+1	trident +1 (1d8), heavy crossbow +2 (1d10); low-light vision
Mimic	13	7d8+21	52	+1	slam +8 (1d8+6); adhesive; mimic shape, acid immunity
Mind Flayer	15	8d8+8	44	+6	4 tentacles +8 (1d4+1); mind blast (-2 to hit and defend), psionics, improved grab, extract thoughts; SR 25, telepathy
Minotaur	14	6d8+12	39	0	huge greataxe +9/+4 (2d8+6), gore +4 (1d8+2); charge 4d6+6; scent, natural cunning
Mummy	17	6d12+3	42	-1	slam +6 (1d6+4 and mummy rot); despair, mummy rot; undead, resistant to blows, DR 5/+1, fire vulnerability
Naga, Water	15	7d8+28	59	+1	bite +7 (2d6+4 &p); poison (DC17, 1d8 Con), spells
Naga, Spirit	16	9d8+36	76	+1	bite +9 (2d6+6 &p); poison (DC18, 1d8 Con), charm gaze, spells
Naga, Dark	14	9d8+18	58	+2	sting +7 (2d4+2 &p), bite +2 (1d4+1); poison (DC16, 2d4 min. sleep), detect thoughts, spells; poison immunity, guarded thoughts, charm resistance
Naga, Guardian	18	11d8+44	93	+2	bite +12 (2d6+7 &p); poison (DC19, 2d8 Con), spit, spells
Nymph	11	3d6	10	+1	dagger +1 (1d4); blindsight, unearthly beauty, spell-like abilities
Ogre	16	4d8+8	26	-1	huge greatclub +8 (2d6+7), large javelin +1 (1d8+5)

Ogre Mage	18	5d8+15	37	+4	huge greatsword +7 (2d8+7), huge longbow +2 (2d6); spell-like abilities; regeneration 2, SR 18
Orc	14	1d8	4	0	greataxe +3 (1d12+3), javlin +1 (1d6+2); darkvision 60 ft., light sensitivity
Owlbear	15	5d10+20	47	+1	2 claws +7 (1d6+5), bite +2 (1d8+2); improved grab; scent
Pegasus	14	4d10+12	34	+2	2 hooves +7 (1d6+4), bite +2 (1d3+2); scent, spell abilities
Phase Spider	15	5d10+15	42	+7	bite +7(1d6+4 & poison); poison (DC15, 2d6 STR), ethereal jaunt
Phasm	17	15d8+30	97	+6	2 slams +12 (1d3+1); amorphous, scent, alternate form, telepathy, tremorsense
Rakshasa	21	7d8+21	52	+2	2 claws +8 (1d4+1), bite +3 (1d6); detect thoughts, spells; alternate form, spell immunity, vulnerable to blessed crossbow bolts, DR 20/+3
Roc	14	18d10+126	225	+2	2 claws +21 (2d6+12), bite +16 (2d8+6); snatch
Satyr	15	5d6+5	22	+1	gore +2 (1d6), dagger -3 (1d4), shortbow +3 (1d6); pipes
Sea Lion	18	6d10+18	51	+1	2 claws +7 (1d6+4), bite +2 (1d8+2); rend 2d6+6; scent
Shadow	13	3d12	19	+2	incorporeal touch +3 (1d6 Str); strength damage, create spawn; undead, incorporeal, +2 turn resistance
Skeleton, Tiny	13	1/4 d12	1	+5	2 claws +0 (1d2-2); undead, immunities
Skeleton, Small	13	1/2 d12	3	+5	2 claws +0 (1d3-1); undead, immunities
Skeleton, Medium	13	1d12	6	+5	2 claws +0 (1d4); undead, immunities
Skeleton, Large	13	2d12	13	+5	2 claws +2 (1d6+2); undead, immunities
Skeleton, Huge	13	4d12	26	+5	2 claws +4 (1d8+4); undead, immunities
Skeleton, Gargantuan	13	16d12	104	+5	2 claws +10 (2d6+6); undead, immunities
Skeleton, Colossal	13	32d12	208	+5	2 claws +16 (2d8+8); undead, immunities
Slaad, Red	16	7d8+21	52	+1	bite +10 (2d8+4), 2 claws +8 (1d4+2 & implant); pounce, implant eggs inside victim, stunning croak, summon slaad; fast healing 5, resistances
Slaad, Blue	18	8d8+24	60	+2	4 rakes +11 (2d6+4), bite +9 (2d8+2 &d); spell-like abilities, disease (DC17), summon slaad; fast heal. 5, resistances
Slaad, Green	20	9d8+27	67	+1	2 claws +12 (1d6+4), bite +10 (2d8+2); spell-like abilities, summon slaad; fast healing 5, resistances
Slaad, Gray	22	10d8+30	75	+1	2 claws +14 (2d4+4), bite +12 (2d8+2); spell-like abilities, summon slaad; fast healing 5, DR 10/+1, resistances, alternate form
Slaad, Death	26	15d8+45	112	+8	2 claws +20 (3d6+5 and stun), bite +18 (2d10+2); stun, spell-like abilities, summon slaad; fast healing 5, DR 20/+2, resistances, telepathy, alternate form

Spectre	15	7d12	45	+7	incorporeal touch +6 (1d8 and energy drain); energy drain (x2, remove DC15), create spawn; undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness
Sprite, Grig	18	1/2 d6+1	2	+4	diminutive short sword +6 (1d3-3), composite shortbow +6 (1d4); spell-like abilities, SR 17
Sprite, Nixie	14	1d6	3	+7	dagger +4 (1d4-2), light crossbow +4 (1d8); water breathing, charm person; SR 16
Sprite, Pixie	16	1d6	3	+4	dagger +5 (1d4-2), composite shortbow +6 (1d6); spell-like abilities, special arrows; SR 16, natural invisibility
Tarrasque	35	48d10+576	840	+7	bite +57 (4d8+17), 2 horns +52 (1d10+8), 2 claws +52 (1d12+8), tail slap +52 (3d8+8); frightful presence (DC26), rush (150 ft.), improved grab, swallow whole, augmented criticals (18-20/ x3); DR 25/+5, carapace, immunities, regeneration 40, scent, SR 32
Treant (Ent)	20	7d8+35	66	-1	2 slams +12 (2d6+9); animate trees, trample, double damage against objects; plant, fire vulnerability, half damage from piercing
Triton	16	3d8+3	16	0	trident +4 (1d8+1), heavy crossbow +3 (1d10); spell-like abilities
Troglodyte	15	2d8+4	13	-1	longspear +1 (1d8), bite -1 (1d4), stench (30 ft., DC13, -2 morale), darkvision 90 ft.
Troll	18	6d8+36	63	+2	2 claws +9 (1d6+6), bite +4 (1d6+3); rend 2d6+9; regeneration 5, scent, darkvision 90 ft.
Umber Hulk	17	8d8+32	68	+1	2 claws +11 (2d4+6), bite +9 (2d8+3); confusing gaze; tremorsense
Unicorn	18	4d10+20	42	+3	horn +11 (1d8+8), 2 hooves +3 (1d4+2); magic circle against evil, spell-like abilities, immunities
Vampire Spawn	15	4d12	26	+6	slam +5 (1d6+4 & energy drain); charm, energy drain (remove DC14), blood drain (1d4 Con/round); undead, +2 turn resist., DR 10/silver, cold and electricity resistance 10, gaseous form, spider climb, fast healing 2
Will-o'-wisp	29	9d8	40	+13	shock +16 (2d8); spell immunity, natural invisibility
Winter Wolf	15	6d10+18	51	+5	bite +9 (1d8+6); breath (15 ft, DC16, 4d6), trip; sct, cold subtype
Worg	14	4d10+8	30	+2	bite +7 (1d6+4); trip; scent
Wraith	15	5d12	32	+7	incorporeal touch +5 (1d4 & 1d6 perm. STR); create spawn; undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness

Wyvern	17	7d12+14	59	+1	sting +9 (1d6+4 &p), bite +4 (2d8+2), 2 wings +4 (1d8+2), 2 claws +9 (1d6+4); poison (DC17, 2d6 Con), improved grab, snatch; scent
Zombie, Tiny	11	1/2 d12+3	6	-1	slam +2 (1d3); undead, partial actions only
Zombie, Small	11	1d12+3	9	-1	slam +1 (1d4); undead, partial actions only
Zombie, Medium	11	2d12+3	16	-1	slam +2 (1d6+1); undead, partial actions only
Zombie, Large	11	4d12+3	29	-1	slam +4 (1d8+4); undead, partial actions only
Zombie, Huge	11	8d12+3	55	-1	slam +7 (2d6+7); undead, partial actions only
Zombie, Gargantuan	11	24d12+3	159	-1	slam +15 (2d8+10); undead, partial actions only
Zombie, Colossal	11	48d12+3	315	-2	slam +25 (4d6+13); undead, partial actions only

Animals

Ape	14	4d8+8	26	+2	2 claws +7 (1d6+5), bite +2 (1d6+2); scent
Baboon	13	1d8+1	5	+2	bite +2 (1d6+3); scent
Badger	15	1d8+2	6	+3	2 claws +5 (1d2-1), bite +0 (1d3-1); rage; scent
Bat	16	1/4 d8	1	+2	-; blindsight
Bear, Black	13	3d8+6	19	+1	2 claws +6 (1d4+4), bite +1 (1d6+2); scent
Bear, Brown	15	6d8+24	51	+1	2 claws +11 (1d8+8), bite +6 (2d8+4); improved grab; scent
Bear, Polar	15	8d8+32	68	+1	2 claws +13 (1d8+8), bite +8 (2d8+4); improved grab; scent
Bison	13	5d8+15	37	0	butt +6 (1d8+6); stampede; scent
Boar	16	3d8+9	22	0	gore +4 (1d8+3); ferocity; scent
Camel	13	3d8+6	19	+3	bite +5 (1d4+6); scent
Cat	14	1/2 d8	2	+2	2 claws +4 (1d2-4), bite -1 (1d3-4)
Cheetah	15	3d8+6	19	+4	bite +6 (1d6+3), 2 claws +1 (1d2+1); trip; sprint
Crocodile	15	3d8+9	22	+1	bite +6 (1d8+6), tail slap +6 (1d12+6); improved grab
Crocodile, Giant	16	7d8+28	59	+1	bite +11 (2d8+12), tail slap +11 (1d12+12); improved grab
Dog	15	1d8+2	6	+3	bite +2 (1d4+1); scent
Dog, Riding	16	2d8+4	13	+2	bite +3 (1d6+3); scent
Donkey	13	2d8+2	11	+1	bite +1 (1d2); scent
Eagle	14	1d8+1	5	+2	2 claws +3 (1d3), bite -2 (1d4)
Elephant	15	11d8+55	104	0	slam +16 (2d6+10), 2 stamps +11 (2d6+5), gore +16 (2d8+15); trample 2d8+15; scent

Hawk	17	1d8	4	+3	claws +5 (1d4-2)
Horse, Heavy	13	3d8+6	19	+1	2 hooves +3} (1d6+2); scent
Horse, Heavy War	14	4d8+12	30	+1	2 hooves +6 (1d6+4), bite +1 (1d4+2); scent
Horse, Light	13	3d8+6	19	+1	2 hooves +2 (1d4+1); scent
Horse, Light War	14	3d8+9	22	+1	2 hooves +4 (1d4+3), bite -1 (1d3+1); scent
Leopard	15	3d8+6	19	+4	bite +6 (1d6+3), 2 claw +1 (1d3+1); pnce, rake 1d3+1; scent
Lion	15	5d8+10	32	+3	2 claw +7 (1d4+5), bite +2 (1d8+2); pnce, rake 1d4+2; scent
Lizard	14	1/2 d8	2	+2	bite +4 (1d4-4)
Lizard, Giant	15	3d8+9	22	+2	bite +5 (1d8+4)
Monkey	14	1d8	4	+2	bite +4 (1d3-4)
Mule	13	3d8+9	22	+1	2 hooves +4 (1d4+3)
Octopus	16	2d8	9	+3	arms +5 (0), bite +0 (1d3); improved grab; ink cloud, jet
Octopus, Giant	18	8d8+8	44	+2	8 tentacles +10 (1d4+5), bite +5 (1d8+2); improved grab, constrict; ink cloud, jet
Owl	17	1d8	4	+3	claws +5 (1d4-2)
Pony	13	2d8+2	11	+1	2 hooves +2 (1d3+1); scent
Pony, War	13	2d8+4	13	+1	2 hooves +3 (1d3+2); scent
Porpoise	15	2d8+2	11	+3	butt +4 (2d4); blindsight
Rat	14	1/4 d8	1	+2	bite +4 (1d3-4); scent
Raven	14	1/4 d8	1	+2	claws +4 (1d2-5)
Rhinoceros	16	8d8+40	76	0	gore +13 (2d6+12)
Shark, Medium	15	3d8+3	16	+2	bite +4 (1d6+1); keen scent
Shark, Large	15	7d8+7	38	+2	bite +7 (1d8+4); keen scent
Shark, Huge	15	10d8+20	65	+2	bite +10 (2d6+7); keen scent
Snake, Constrictor	15	3d8+3	16	+3	bite +5 (1d3+4); improved grab, constrict 1d3+4; scent
Snake, Giant Constr.	15	11d8+11	60	+3	bite +13 (1d8+10); improved grab, constrict 1d8+10; scent
Snake, Viper, Tiny	17	1/4 d8	1	+3	bite +5 (p); poison (DC11, 1d6 Con), scent
Snake, Viper, Small	17	1d8	4	+3	bite +4 (1d2-2 &p); poison (DC11, 1d6 Con), scent
Snake, Viper, Medium	16	2d8	9	+3	bite +4 (1d4-1 &p); poison (DC11, 1d6 Con), scent
Snake, Viper, Large	15	3d8	13	+3	bite +4 (1d4 &p); poison (DC11, 1d6 Con), scent
Snake, Viper, Huge	15	4d8+4	22	+4	bite +5 (1d4 &p); poison (DC13, 1d6 Con), scent
Squid	16	3d8	13	+3	arms +5 (0), bite +0 (1d6+1); imp., grab; ink cloud, jet
Squid, Giant	17	12d8+12	66	+3	10 tentacles +15 (1d6+8), bite +10 (2d8+4); improved grab, constrict 1d6+8; ink cloud, jet

Tiger	14	6d8+18	45	+2	2 claw +9 (1d8+6), bite +4 (2d6+3); pnce, grab, rake 1d8+3
Toad	15	1/4 d8	1	+1	-
Weasel	14	1/2 d8	2	+2	bite +4 (1d3-4); attach; scent
Whale, Baleen	16	12d8+72	126	+1	tail slap +17 (1d8+18); blindsight
Whale, Cachalot	16	12d8+84	138	+1	bite +17 (4d6+12), tail slap +12 (1d8+6); blindsight
Whale, Orca	16	9d8+45	85	+2	bite +12 (2d6+12); blindsight
Wolf	14	2d8+4	13	+2	bite +3 (1d6+1); trip; scent
Wolverine	14	3d8+12	25	+2	2 claws +4 (1d4+2), bite -1 (1d6+1); rage; scent

Vermin

Giant Ant, Worker	17	2d8	9	0	bite +1 (1d6); improved grab; vermin
Giant Ant, Soldier	17	2d8+2	11	0	bite +3 (2d4+3); improved grab, acid sting; vermin
Giant Ant, Queen	17	4d8+4	22	-1	bite +5 (2d6+4); improved grab; vermin
Giant Bee	14	3d8	13	+2	sting +2 (1d4 &p); poison (DC13, 1d6 Con), vermin
Giant Beetle, Bom.	16	2d8+4	13	0	bite +2 (1d4+1); acid spray; vermin
Giant Beetle, Fire	16	1d8	4	0	bite +1 (2d4); vermin
Giant Beetle, Stag	19	7d8+21	52	0	bite +10 (4d6+9); trample 2d8+3; vermin
Giant Pray. Mantis	14	4d8+8	26	-1	claws +6 (1d8+4), bite +1 (1d6+2); imp grab, squeeze; vrmn
Giant Wasp	14	5d8+10	32	+1	sting +6 (1d3+6 &p); poison (DC18, 1d6 Dex), vermin
Centipde, Tiny	14	1/4 d8	1	+2	bite +4 (1d3-5 &p); poison (DC11, 1 Dex), vermin
Centipde, Small	14	1/2 d8	2	+2	bite +3 (1d4-3 &p); poison (DC11, 1d2 Dex), vermin
Centipde, Medium	14	1d8	4	+2	bite +2 (1d6-1 &p); poison (DC13, 1d3 Dex), vermin
Centipde, Large	14	2d8	9	+2	bite +2 (1d8+1 &p); poison (DC16, 1d4 Dex), vermin
Centipde, Huge	16	4d8	18	+2	bite +4 (2d6+4 &p); poison (DC18, 1d6 Dex), vermin
Centipde, Gargantuan	18	16d8	72	+2	bite +13 (2d8+7 &p); poison (DC26, 1d8 Dex), vermin
Centipde, Colossal	20	32d8	144	+2	bite +23 (4d6+10 &p); poison (DC36, 2d6 Dex), vermin
Scorpion, Tiny	14	1/2 d8+2	4	0	2 claws +2 (1d2-4), sting -3 (1d2-4 &p); poison (DC11, 1d2 Str), improved grab; vermin
Scorpion, Small	14	1d8+2	6	0	2 claws +1 (1d3-1), sting -4 (1d3-1 &p); poison (DC11, 1d3 Str), improved grab, squeeze; vermin

Scorpion, Medium	14	2d8+4	13	0	2 claws +2 (1d4+1), sting -3 (1d4 &p); poison (DC15, 1d4 Str), improved grab, squeeze; vermin
Scorpion, Large	14	4d8+8	26	0	2 claws +5 (1d6+3), sting +0 (1d6+1 &p); poison (DC18, 1d6 Str), improved grab, squeeze; vermin
Scorpion, Huge	16	16d8+32	104	0	
Scorpion, Gargantuan	18	32d8+64	208	0	
Scorpion, Colossal	20	64d8+128	416	0	
Spider, Tiny	15	1/2 d8	2	+3	bite +5 (1d3-4 &p); poison (DC11, 1d2 Str), web; vermin
Spider, Small	14	1d8	4	+3	bite +4 (1d4-2 &p); poison (DC11, 1d3 Str), web; vermin
Spider, Medium	14	2d8+2	11	+3	bite +4 (1d6 &p); poison (DC14, 1d4 Str), web; vermin
Spider, Large	14	4d8+4	22	+3	bite +4 (1d8+3 &p); poison (DC17, 1d6 Str), web; vermin
Spider, Huge	16	10d8+10	55	+3	bite +9 (2d6+6 &p); poison (DC22, 1d8 Str), web; vermin
Spider, Gargantuan	18	24d8+24	132	+3	bite +20 (2d8+9 &p); poison (DC31, 2d6 Str), web; vermin
Spider, Colossal	20	48d8+48	264	+3	bite +36 (4d6+12 &p); poison (DC35, 2d8 Str), web; vermin

Special Abilities

Babble

This spell-like ability denies the touched creature to speak or understand the language of any intelligent creature. Other creatures hear only babble. The subject is unable to cast magie with a Verbal component until the end of the effect.

Blindsense

Lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Blindsight

Blindsight is the ability to use a nonvisual sense to operate effectively without vision, making invisibility and concealment irrelevant to the creature with this skill.

Breath Weapon

A creature expells something from its mouth. Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Using a breath weapon is typically a standard action. No attack roll is necessary. The breath simply fills its stated area.

Constrict

A creature with this special attack can crush an opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability it deals constriction damage in addition to damage dealt by the weapon used to grab.

Create Spawn

Targets killed by a creature with Create Spawn rise after 1d4 rounds as zombies/spectres/vampyres under the creature's control. They do not possess any of the abilities they had in life, obey to the creature who created them and definitely die when the creature dies.

Damage Reduction

Allows a creature to ignore a set amount of damage from most weapons (but not from energy attacks, spells, or spell-like abilities). The number in a creature's damage reduction is the amount of hit points of damage the creature ignores. The information after the slash indicates the type of weapon (such as magic, silver, or good) that overcomes the damage reduction.

Darkvision

Can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight.

Enslave

The creature can telepatically force the subject to perform as he or she desires (within the limits of its abilities) knowing what the subject is experiencing, but not receiving direct sensory input. A subject forced to take an action against its nature receives a saving throw with a penalty of –10 to resist taking that particular action.

Etherealness

Ethereal creatures are not present on the Material Plane: are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. *See Invisibility* and *True Seeing* reveal ethereal creatures. An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. Things on the Material Plane, however, look gray, indistinct, and ghostly. A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature, and a magic missile can strike one. Ethereal creatures move in any direction and material objects don't block them.

Fast Healing

The creature regains hit points at an exceptional rate at the beginning of each of the creature's turns but unlike regeneration, it doesn't allow a creature to regrow or reattach lost body parts. Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fiery Aura

Anyone within 20 feet must succeed on a DC12 Fortitude Save or take 1d6 points of heat damage per round from the intense heat.

Flight

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field until this effect persists. can finish its movement in a square occupied by someone else.

Improved Grab

If the creature hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple (opponents at least one size category smaller) as a free action without provoking an attack of opportunity. No initial touch attack is required. It can even move the opponent, provided it can drag the opponent's weight.

Incorporeality

Some creatures (spectres, wraiths...) are insubstantial, can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects, and they cannot manipulate objects or exert physical force on objects. However, they have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

If struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect or damage dealt by a ghost touch weapon. The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

Invisibility

Visually undetectable. Gives a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). Even if an attacker correctly guesses the invisible creature's location, the attacker has a 50% miss chance in combat. Is possible to notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check or with a Listen check each round at least equal to the invisible creature's Move Silently (or DEX) check result. A creature can blindly attack two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance.

Leader

+2 bonus to attack and damage rolls for all allied creatures within 50 ft (10 squares) from the leader.

Low-Light Vision

So sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. Characters with low-light vision can see outdoors on a moonlight night as well as they can during the day.

Mastery: Earth/water/fire/air

An earth/water elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground/water. If an opponent is airborne (or waterborne/in the ground), the elemental takes a –4 penalty on attack and damage rolls. Airborne creatures suffer -1 on their rolls against air elementals.

Mindless

The creature cannot take logic decision and is driven only by basic instincts. +20 on Will saves. It cannot make attacks of opportunity.

Natural Cunning

Although not especially intelligent, the creature possesses innate cunning and logical ability. This prevents the creature from ever becoming lost, and enables it to track enemies. Further, it is never caught flat-footed.

Pounce

When a creature with this special attack makes a charge, it can follow with a full attack—including rake attacks if the creature also has the rake ability.

Powerful Charge

When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.

Push

A creature can start a bull rush maneuver without provoking an attack of opportunity.

Rake

Gives one extra natural attack when grappling a foe, not subject to the usual -4 penalty for attacking with a natural weapon in a grapple. A creature must begin its turn grappling to use its rake.

Regeneration

Recover from wounds quickly and regrow or reattach severed body parts. Damage is treated as nonlethal but certain attacks (like fire and acid) deal normal damage. If unconscious (through nonlethal damage) can be killed with a coup de grace that doesn't convert to nonlethal damage.

Scent

The creature can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30 feet (if upwind 60 feet, if downwind 15 feet). Strong or weak scents can modify the range. Helps to detect another creature's presence and direction but not its specific location.

Snatch

The creature can choose to start a grapple when it hits with a claw or bite attack (if the target is three or more sizes smaller, it squeezes each round or automatic bite or claw damage). The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside (travels 1d6 × 10 feet, and takes 1d6 points of damage per 10 feet traveled).

Stonecunning

+2 bonus on Search checks to notice unusual stonework (or something disguised as stone), such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings, and the like.

Swallow Whole

If a creature with this special attack begins its turn with an opponent held in its mouth (see Improved Grab), it can attempt a new grapple check. If it succeeds, it swallows its prey, and the opponent takes bite damage. A swallowed creature is considered to be grappled, while the creature that did the swallowing is not.

Torment

Targets are tormented by itching skin and burning eyes. –4 to AC and –2 on attack rolls for 3 rounds. The save DC is Fortitude-based.

Trample

As a full-round action, a trampling creature can move up to twice its speed and run over any opponents at least one size category smaller than itself dealing bludgeoning damage (creature's slam damage + 1½ Str modifier).
Trampled opponents can attempt attacks of opportunity (with -4 penalty) or attempt Reflex saves to take half damage (DC= 10 + ½ creature's HD + creature's Str modifier). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense

A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving.

Creature Sizes and Modifiers

Size Category	Attack & AC Mod.	Special Attacks Modifier[1]	Hide Modifier	Height or Length[2] (from/to)	Weight[3] (from/to)	Space[4]	Natural Reach[4]	
							Tall	Long
Fine	+8	−16	+16	6 in. or less	1/8 lb. or less	1/2 ft.	0 ft.	0 ft.
Diminutive	+4	−12	+12	6 in. 1 ft.	1/8 lb. 1 lb.	1 ft.	0 ft.	0 ft.
Tiny	+2	−8	+8	1 ft. 2 ft.	1 lb. 8 lb.	2-1/2 ft.	0 ft.	0 ft.
Small	+1	−4	+4	2 ft. 4 ft.	8 lb. 60 lb.	5 ft.	5 ft.	5 ft.
Medium	+0	+0	+0	4 ft. 8 ft.	60 lb. 500 lb.	5 ft.	5 ft.	5 ft.
Large	−1	+4	−4	8 ft. 16 ft.	500 lb. 2 tons	10 ft.	10 ft.	5 ft.
Huge	−2	+8	−8	16 ft. 32 ft.	2 tons 16 tons	15 ft.	15 ft.	10 ft.
Gargantuan	−4	+12	−12	32 ft. 64 ft.	16 tons 125 tons	20 ft.	20 ft.	15 ft.
Colossal and Colossal+	-8	+16	-16	64 ft. or more	125 tons or more	30 ft.	30 ft.	30 ft.

1. This modifier applies to the Bull Rush, Grapple, Overrun and Trip special attacks.
2. Biped's height, quadruped's body length (nose to base of tail)
3. Assumes a regular animal. A stone creature will weigh more, a gaseous one less.
4. These values are typical for creatures of the indicated size. Some exceptions exist.

Monster Creation

You can create your own monsters, using those already made or starting from scratch. Following some guidelines to adjust values and stats.

Creature Statistics (to be modified by the table below):
HP: any creature receives 1d6+modifier HP per level.
AB & DB: add +1 per level
Resistances: level+3 for one resistance, level for the other resistances
SPD: double for quadrupedal creatures of small size or above.
Space: squares occupied if you are using a squared map with miniatures/tokens to represent the map

Size Category	**Space**	**SPD**	**HP per level**	**AB / DB**
Fine	0,125	1	1d6-3	+8
Diminutive	0,25	2	1d6-2	+4
Tiny	0,5	3	1d6-1	+2
Small	1	4	1d6+0	+1
Medium	1	6	1d6+0	+0
Large	2	8	1d6+0	-1
Huge	3	10	1d6+1	-2
Gargantuan	4	12	1d6+2	-4
Colossal	6	14	1d6+3	-8

Finally, add one (or more) special abilities from the list in previous pages or feel free to invent new ones.

APPENDIXES

SKILL CHECKS

Following, suggested rolls for Standard Actions and typical Skill Checks. Don't forget to adapt checks at the most appropriate stat depending on situation.

Acrobatics – sub+DEX
Appraise – com+MIND
Arcana – know+MIND
Athletics – phys+STR
Balance – phys+DEX
Bluff – com+MIND
Boating – phys+DEX
Cartography – know+MIND
Charisma – com+MINDif you don't use the stat
Climb – phys+DEX or STR, whichever is highest
Concentration – doesn't apply. GM's fiat applies
Cultures – com+KNOW
Craft – know+DEX
Decipher Script – or com+MIND
Diplomacy – com+MIND
Disable Device – sub+MIND or sub+DEX
Disguise – sub+MIND
Endurance – phys+STR or surv+STR (in nature)
Escape Artist – sub+DEX or sub+STR, depending on what you're escaping out of
Etiquette – com+MIND or know+MIND
First Aid – know+MIND
Fly (Riding creature) – surv+DEX
Fly (Riding object) – phys+DEX
Forgery – com+DEX
Gather Information – com+MIND
Geography – know+MIND
Handle Animal – com+MIND or com+STR if the animal is bigger than you
Heal – know+MIND
Hide – sub+DEX
History – know+MIND
Insight – com+MIND
Intimidate – could be phys+STR, or sub+MIND or com+STR. You choose
Jump – phys+STR (long jump) or phys+DEX (high jump)
Knowledge – know+MIND
Languages – com+MIND
Lift – phys+STR
Listen – sub+MIND
Move Silently – sub+DEX

Nature – or surv+MIND
Notice – subt+MIND or surv+MIND (in nature)
Open Lock – sub+DEX
Perform – com+MIND, though it could be DEX if you're juggling, or STR if you're a weightlifter
Persuasion – com+MIND
Profession – com+MIND, usually
Psychology – or com+MIND (to restore sanity)
Read lips – subt+MIND
Resist fear: or com+MIND or surv+MIND
Ride – com+DEX
Search – sub+MIND
Sense Motive – com+MIND
Sleight of Hand – sub+DEX
Spellcraft – MIND only or know+MIND
Spot – sub+MIND
Surveillance – sub+MIND
Survival – or surv+MIND or know+STR or surv+STR
Swim – phys+STR
Tumble – phys+DEX
Use magic device – know+MIND
Use rope – Phys+DEX

POISONS

Damage is expressed as X/Y, where X is the initial damage taken if the check fails, Y the secondary damage if a second save, rolled after one minute, also fails. Paralysis lasts 2d6 minutes. Unconsciousness lasts 1d3 hours. An asterisk (*) indicates that the loss is permanent. Price lists the cost for one dose of the poison.

Arsenic: Ingested, DC 13, -1 STR/-1d8 STR, 120 gp.

Black adder venom: Injury, DC 11, 1d6 PHY / 1d6 PHY, 120 gp.

Black lotus extract: Contact, DC 20, 3d6 PHY / 3d6 PHY, 4,500 gp.

Bloodroot: Injury, DC 12, 0 / 1d4 PHY + 1d3 Mind, 100 gp.

Blue Whinnis: Injury, DC 14, -1 STR/ unconsciousness, 120 gp.

Burnt Othur Fumes: Inhaled, DC 18, -1 STR*/-3d6 STR, 2,100 gp.

Carrion crawler brain juice: Contact, DC 13, Paralysis / 0, 200 gp.

Dark reaver powder: Ingested, DC 18, 2d6 PHY / 1d6 PHY + 1d6 STR, 300 gp.

Deathblade: Injury, DC 20, -1d6 STR/-2d6 STR, 1,800 gp.

Dragon bile: Contact, DC 26, 3d6 STR / 0, 1,500 gp.

Giant wasp poison: Injury, DC 18, 1d6 DEX / 1d6 DEX, 210 gp.

Greenblood oil: Injury, DC 13, 1 PHY / 1d2 PHY, 100 gp.

Id moss: Ingested, DC 14, 1d4 Mind / 2d6 Mind, 125 gp.

Insanity Mist: Inhaled, DC 15, -1d4 MIND/-2d6 MIND, 1,500 gp.

Lich dust: Ingested, DC 17, 2d6 STR 1d6 / STR, 250 gp.

Malys Root Paste: Contact, DC 16, -1 DEX/-2d4 DEX, 500 gp.

Monstrous Scorpion (tiny): Injury, DC 12, -1 STR/-1 STR, 50 gp.

Monstrous Scorpion (small): Injury, DC 12, -1d2 STR/- 1d2 STR, 100 gp.

Monstrous Scorpion (large): Injury, DC 14, -1d4 STR/- 1d4 STR, 200 gp.

Monstrous Scorpion (huge): Injury, DC 18, -1d6 STR/- 1d6 STR, 400 gp.

Monstrous Spider (tiny): Injury, DC 10, -1d2 STR/-1d2 STR, 85 gp.

Monstrous Spider (small): Injury, DC 10, -1d3 STR/- 1d3 STR, 125 gp.

Monstrous Spider (large): Injury, DC 13, -1d6 STR/-1d6 STR, 250 gp.

Monstrous Spider (huge): Injury, DC 16, -1d8 STR/-1d8 STR, 500 gp.

Nitharit: Contact, DC 13, 0/-3d6 STR, 650 gp.

Oil of Taggit: Ingested, DC 15, 0/unconsciousness, 90 gp.

Purple worm poison: Injury, DC 24, 1d6 STR / 2d6 STR, 700 gp.

Sassone Leaf Residue: Contact, DC 16, -2d12 hp/-1d8 STR, 300 gp.

Shadow essence: Injury, DC 17, 1 STR* / 2d6 STR, 250 gp.

Sleep Poison: Injury, DC 13, unconsciousness/unconsc. for 2d4 hours, 75 gp.

Small centipede poison: Injury, DC 11, 1d2 DEX / 1d2 DEX, 90 gp.

Snake (medium viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.

Snake (large viper): Injury, DC 11, -1d6 STR/-1d6 STR, 120 gp.

Snake (huge viper): Injury, DC 14, -1d6 STR/-1d6 STR, 250 gp.

Striped toadstool: Ingested, DC 11, 1 Mind / 2d6 Mind, 180 gp.

Terinav root: Contact, DC 16, 1d6 DEX 2d6 / DEX, 750 gp.

Ungol dust: Inhaled, DC 15, 1 COM / 1d6 COM + 1 COM*, 1,000 gp.

Wyvern: Injury, DC 17, -2d6 STR/-2d6 STR, 3,000 gp.

(A)=Any, (F)=Fighter, (R)=Rogue, (Mk)=Monks, (M)=Magi, (C)=Cleric, (Pre:)=Prerequisite Required for Feat.

Abjuration: (M/C) +2 to all Counter-spelling rolls. Also the character spends 1 HP less for spell countering actions.

Acrobatic: (A) +2 Bonus on Jump and Tumble Checks

Agile: (A) +2 Bonus on Balance and Escape Artist

Alertness: (A) +2 Spot and Listen Checks

Animal Affinity: (A) +2 Handle Animal

Athletic: (A) +2 Climb and Swim Checks

Blind Fight: (F/R/Mk) No penalty vs. invisible or in darkness

Brew Potion (M/C) (Pre: Must be 3rd class Level or above) May brew potion for personal effect spells (i.e. Bless, Resistance, Feather Fall, Mage Armor). Cost: Spell Level X Caster class Level X 50 gp. Any character may use potions. Potions require one day of work per dose.

Bull Rush: (F/C/Mk) (Pre: Str. 13, Power Attack) Push an opponent back 5′.

Circle magic: (M/C) A spell-caster may form a magical circle with spell-casters of same type and ethos having the Circle magic feat: all circle members must be within 5′ of each other and can do nothing else while taking part to the circle for the circle to work.
Any distraction or attack that deals damage will break the circle. The highest level member is designed circle leader. No circle can contain more members than 4 plus the Circle leader Charisma bonus.
While the circle is active the leader will be able to cast and counter any spell known to any circle member and can use other member's Spell points to cast spells or use Counter-magic.
Forming a Circle requires a full action, nothing else can be done that round.

Create bonus item: (M/C) (Pre: Must be 6th class Level or above) May create an item granting a bonus. Armours and shields grant bonuses to AC, weapons grant bonuses to Attack and damage rolls. Cloaks, boots and rings can grant bonuses to AC, skills and attributes. Each item can grant a bonus to a single

thing, no item can grant a bonus higher than (maximum spell level usable by the character/2 rounded up), no character can receive a bonus on the same thing by different items.
Cost: bonus X item base cost X 300gp. Creating an item requires one week of work per +1 granted.
Bonus items are open to all classes.

Cleave: (F/C/Mk) (Pre: Str. 13, Power Attack) If you kill a creature and have a second opponent within 5′, you may make a free attack.

Deceitful: (R) +2 to Forgery or Disguise

Dodge: (F/R/C/Mk) +1 AC against any opponent you choose.

Enchant charged item: (M/C) (Pre: Must be 9th class Level or above) May create a charged item of any spell you know, and Cast without loss of HP. Only M/C can use charged items, and only of same type.
Cost: Spell Level X Caster class Level X 100gp X Charge Or Spell Level X Caster class Level X 1000gp X Daily uses. Recharging an existing item costs half as much per charge.
Creating an item requires one week of work, recharging takes simply one day. Items open to all classes require twice the costs and times.

Frenzy: (F) can enrage a number of times per day equal to half its level round down. Temporarily gains a +4 Str, and a +2 on saves against mind-affecting magic, but -2 to Armor Class. Do not employ missile weapons but instead charge in melee the nearest eligible target.
The increase in Strength temporarily affects both attack and damage rolls and hit points. While raging, a character cannot use the Subterfuge, Knowledge and Communication skills (except for Escape Artist or Intimidate actions), or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a trigger (such as a wand), or spell completion (such as a scroll) to function.
He can use any feat he has except Improved Defense, item creation feats, and magic feats. Rage lasts for a number of rounds equal to 3 + the character's (newly improved) Strength modifier. A character may prematurely end his rage. At the end of the rage, the character loses the rage modifiers and restrictions and becomes fatigued (-2 Str, -2 Dex, can't charge or run) for the duration of the current encounter.

Great Cleave: (F/C/Mk) (Pre: Str. 13, Power Attack, Cleave) If you kill one creature, you can continue using Cleave as long as each successive attacks results in a kill.

Heavy Armour: (A) (Pre: Medium Armour) The character is trained in the use of Heavy armour.
Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Heroic Spirit: (A) The character gets 3 reserve points for free.

Improved Critical: (A) The character now gets a Critical Hit on any roll of 19 or-20, doing max damage.

Improved Defense: (A) May take a -4 to all attack rolls to add a +4 to AC. May not be used in conjunction with Power Attack.

Improved Initiative: (A) +4 to Initiative

Improved Turning: (C) Clerics can turn undead as if they were one level higher.

Investigator: (A) +2 to Gather Information and Search Checks

Lightning Reflexes: (F/R/C/Mk) +2 to Phys + STR or DEX bonus.

Light Armour: (A) The character is trained in the use of Light armour. Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Magical Aptitude: (M/C) Spells cost 1HP less, or 2HP less if casting signature spell.

Manyshot: (F/C/R) (Pre: Dex 17, Point Blank Shot, Rapid Shot) You may fire two arrows at any single opponent, at –4 Penalty to hit. Damage remains the same. Gain one additional arrow at same Penalty every time you take this Feat.

Marksman: (A) The character is trained in the use of marksman weapons. Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Medium Armour: (A) (Pre: Light Armour) The character is trained in the use of Medium armour. Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Mounted Archery: (F) (Pre: Mounted Combat) Penalty for Ranged Weapon is halved, from –4 to –2.

Mounted Combat: (F) Once per round, of your mount is hit, you can negate the hit if your Ride check is higher than opponent's Attack Roll.

Negotiator: (A) +2 to Diplomacy and Sense Motive Checks.

Nimble Fingers: (R) +2 to Open Locks and Disable Device

One handed weapons: (A) The character is trained in the use of one handed weapons.
Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Personal Improvement: (A) The character may add 1 point to STR, DEX, CHA or MIND.

Persuasive: (A) +2 to Bluff and Intimidate

Point Blank Shot: (F/C/R) +1 Attack and Damage if target is within 30 Ft.

Power Attack: (F/C/Mk) (Pre: Str. 13) Subtract up to 4 from your "To Hit" Roll. Add this to your Damage, if you hit. May not be used in conjunction with Improved Defense.

Power Spell: (M/C) The character's spells are considered as two levels higher to determine saving throws difficulty. The spell-caster gets a +2 to the rolls for resisting counter-spells.

Quick Draw: (F/C/R/Mk) You can draw and strike in the same round.

Rapid Reload: (F/C/R) You can reload a crossbow and fire in a single round, instead of reload one round, and fire the next.

Rapid Shot: (F/C/R) (Pre: Dex 13, Point Blank Shot) One extra shot per round, second shot at –2 to hit.

Ride-By Attack: (F) (Pre: Mounted Combat) You can move, attack, and move again in a round.

Run: (A) You can outrun almost any opponent. Your run action allow you to move five times the base speed.

Scribe Scroll: (M/C) May create a scroll of any spell you know, and Cast without loss of HP. Cost: Spell Level X Caster Level X 25gp. Only M/C can use scrolls, and only of same type. Scrolls require one day of work per spell. Scrolls open to all classes require twice the costs and times.

Shield Training: (A) The character is trained in the use of Shields.
Wearing armour and/or shield for which the character is not trained inflicts an Initiative and attack penalty equal to the armour's AC mod.

Stealthy: (A) +2 Bonus to Move Silently and Hide Skills.

Track: (F/R) You can Track creatures and characters across most terrain.Typical DC are Soft Ground 10, Firm Ground 15, Hard Ground 20. GMs may modify DC as conditions require. Things to consider: Size of target, time, weather, time of day.

Trample: (F) (Pre: Mounted Combat) When you overrun an opponent, it cannot avoid the attack. Mount may attack with hoof or paw, rider's next attack is at +4 as target is prone.

Tough: (A) You get 3 extra hit points.

Two handed weapons: (A) (Pre: One-handed weapons) The character is trained in the use of Two handed weapons. Using a weapon for which the character has no training inflicts a -4 to the attack roll.

Two-Weapon Fighting: (F/C/R/Mk) (Pre: Dex. 15) You get to attack with two weapons with no penalty for second weapon

Weapon of Choice: (F) (Pre: 5th Fighter Level) You get +1 to attack and +2 to damage when using a specific weapon of your choice.

PROFICIENCIES

Following some abilities (some proficiencies needs more than one slot to obtain):

- Agriculture
- Ancient History
- Animal Handling
- Animal Lore
- Animal Training
- Appraising
- Armorer (2)
- Artistic Ability
- Astrology (2)
- Blacksmithing
- Blind-fighting (2)
- Bowyer/Fletcher
- Brewing
- Carpentry
- Charioteering
- Cobbling
- Cooking
- Dancing
- Direction Sense
- Disguise
- Endurance (2)
- Engineering (2)
- Etiquette
- Fire-building
- Fishing
- Forgery
- Gaming
- Gem Cutting (2)
- Healing (2)
- Heraldry
- Herbalism (2)
- Hunting
- Juggling
- Jumping
- Languages, Ancient
- Languages, Modern
- Leatherworking
- Local History
- Mining (2)
- Mountaineering
- Musical Instrument
- Navigation
- Pottery
- Reading Lips (2)
- Reading/Writing
- Religion
- Riding, Airborne (2)
- Riding, Land-based
- Rope Use
- Running
- Seamanship
- Seamstress/Tailor
- Set Snares
- Singing
- Spellcraft
- Stonemasonry
- Survival (2)
- Swimming
- Tightrope Walking
- Tracking (2)
- Tumbling
- Ventriloquism
- Weaponsmithing (3)
- Weather Sense
- Weaving

TRAPS

The entries for traps include the following information:
Attack shows the traps attack bonus or type of effect.
Damage shows the amount and type of damage the trap deals.
Save DC lists the phys+DEX check DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible).
Search DC lists the DC for the check needed to find the trap without triggering it.
Disable DC lists the DC for the sub+DEX check needed to disarm the trap safely.

EL1 Traps

Basic Arrow Trap: Atk +10 (1d6, arrow); Search DC 20, Disable sub+DEX DC 20.
Camouflaged Pit Trap: 10 ft. deep (1d6, fall); Save DC 15 to avoid; Search DC 24, disabile DC 20.
Poison Dart Trap: Atk +8 (1d4 plus poison, dart); Search DC 20, Disable DC 18.

EL2 Traps

Burning Hands Trap: spell effect (1d4, fire); Save DC 11 for ½ damage; Search DC 26, Disable DC 26.
Large Net Trap: Atk +5 (—); Save DC 14 to avoid; Search DC 20, Disable DC 25.
Pit Trap: 40 ft. deep (4d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL3 Traps

Fire Trap: spell effect (1d4+3, fire); Save DC 13 for ½ damage; Search DC 27, Disable DC 27.
Pit Trap: 60 ft. deep (6d6, fall); Save DC 20 to avoid; Search DC 20, Disable DC 20.
Poisoned Arrow Trap: Atk +12 (1d8 plus poison, arrow); Search DC 19, Disable DC 15.

EL4 Traps

Lightning Bolt Trap: spell effect (5d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.
Spiked Pit Trap: 60 ft. deep (6d6, fall), Atk +10 (1d4 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.
Wall Scythe Trap: Atk +20 (2d4+8, scythe); Search DC 21, Disable DC 18.

EL5 Traps

Falling Block Trap: Atk +15 (6d6, slam); Search DC 25, Disable DC 17.
Fireball Trap: spell effect (1d4+7, fire); Save DC 16 for ½ damage; Search DC 29, Disable DC 29.
Poisoned Wall Spikes: Atk +16 (1d8+4 plus poison, spikes); Search DC 17,

Disable DC 21.

EL6 Traps

Compacting Room Trap: walls move together (12d6, crush); Search DC 20, Disable DC 22.
Lightning Bolt Trap: spell effect (10d6, electricity); Save DC 14 for ½ damage; Search DC 28, Disable DC 28.
Spiked Pit Trap: 100 ft. deep (10d6, fall), Atk +10 (1d4+5 each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL7 Traps

Black Tentacles Trap: spell effect (tentacles) Atk +7 (1d6+4 each, 1d4+7 tentacles); Search DC 29, Disable DC 29.
Chain Lightning Trap: spell effect (11d6 to nearest target +5d6 each to up to 11 secondary targets, electricity); Save DC 19 for ½ damage; Search DC 31, Disable DC 31.
Well-camouflaged Pit Trap: 70 ft. deep (7d6, fall); Save DC 25 to avoid; Search DC 27, Disable DC 18.

EL8 Traps

Destruction Trap: spell effect (death); Save DC 20 (phys+STR) for 10d6 damage; Search DC 32, Disable DC 32.
Power Word Stun Trap: spell effect (stun 2d4 rounds); Search DC 32, Disable DC 32.
Well-camouflaged Pit Trap: 100 ft. deep (10d6, fall); Save DC 20 to avoid; Search DC 27, Disable DC 18.

EL9 Traps

Dropping Ceiling: ceiling moves down (12d6, crush); Search DC 20, Disable DC 16.
Incendiary Cloud Trap: spell effect (4d6/ round for 15 rounds, fire); Save DC 22 for ½ damage; Search DC 33, Disable DC 33.
Wide-mouthed Spiked Pit with Poisoned Spikes: 70 ft. deep (7d6, fall), Atk +10 (1d4+5 plus poison each, 1d4 spikes); Save DC 20 to avoid; Search DC 20, Disable DC 20.

EL10 Traps

Crushing Room: walls move together (16d6, crush); Search DC 22, Disable DC 20.
Crushing Wall Trap: Atk automatic (18d6, crush); Search DC 20, Disable DC 25.
Energy Drain Trap: Atk +8 (2d4 negative levels for 24 hours); Save DC 23 to avoid; Search DC 34, Disable DC 34.

Weapons

Light Weapons

Weapon	Cost	Dmg	Range
Unarmed Strike	—	1d3	—
Axe, throwing	8gp	1d6	10ft.
Dagger	2gp	1d4	10 ft.
Hammer, light	1gp	1d6	20ft.
Handaxe	6gp	1d4	—
Mace, light	5gp	1d6	—
Pick, light	4gp	1d4	—
Sap	1gp	1d6	—
Sicule	6gp	1d6	—
Sword, short	10gp	1d6	—

One-Handed Weapons

Weapon	Cost	Dmg	Range
Battleaxe	10gp	1d8	—
Club	—	1d6	10ft.
Flail	8gp	1d8	—
Longsword	15gp	1d8	—
Mace, heavy	12gp	1d8	—
Morningstar	8gp	1d8	—
Pick, heavy	8gp	1d6	—
Rapire	20gp	1d6	—
Scimitar	15gp	1d6	—
Shortspear	1gp	1d6	20ft.
Sword, bastard	35gp	1d10	—
Trident	15gp	1d8	10ft.
Waraxe	30gp	1d10	—
Warhammer	12gp	1d8	—
Whip *	1gp	1d3	—

Two-Handed Weapons

Weapon	Cost	Dmg	Range
Chain, spiked *	25gp	2d4	—
Falchion	75gp	1d6	—
Flail, heavy	15gp	1d8	—

Glaive *	8gp	1d8	–
Greataxe	20gp	1d10	–
Greatclub	5gp	1d8	–
Greatsword	50gp	2d6	–
Guisarme *	9gp	2d4	–
Halberd	10gp	1d10	–
Lance *	10gp	1d8	–
Longspear *	5gp	1d8	–
Quarterstaff	–	1d6	–
Scythe	18gp	2d4	–
Spear	2gp	1d8	20ft.

*Glaives, guisarmes, lances, longspears, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows to strike at targets that aren’t adjacent to him. Most reach weapons double the natural reach (10 feet), but not allow to attack a creature in an adjacent square. Spiked chains may make both reach and normal attacks.

Ranged Weapons

Weapon	**Cost**	**Dmg**	**Range**
Crossbow, hand	100gp	1d4	30ft.
Crossb., heavy	50gp	1d10	120ft.
Crossbow, light	35gp	1d8	80ft.
Dart	5sp	1d4	20ft.
Javelin	1gp	1d6	30ft.
Longbow	75gp	1d8	100ft.
Net	20gp	–	10ft.
Shortbow	30gp	1d6	60ft.
Sling	–	1d4	50ft.

Armours

Light Armours

Armour	**Cost**	**Bonus**
Padded	2gp	+1
Leather	10gp	+2
Studded Leather	25gp	+3
Chain Shirt	100gp	+4

Medium Armours

Armour	**Cost**	**Bonus**
Hide	15gp	+3

Scale Mail	50gp	+4
Chainmail	150gp	+5
Breastplate	200gp	+5

Heavy Armours

Armour	**Cost**	**Bonus**
Splint Mail	200gp	+6
Banded Mail	250gp	+6
Half-plate	600gp	+7
Full Plate	1,500gp	+8

Shields

Armour	**Cost**	**Bonus**
Buckler	15gp	+1
Light wooden	3gp	+1
Light steel	9gp	+1
Heavy wooden	7gp	+2
Heavy steel	20gp	+2
Shield, tower	30gp	+4

Other Gear

Acid (flask)	10gp	Crowbar	2gp
Antitoxin (vial)	50gp	Disguise Kit	50gp
Artisan’s Tools	5gp	Firewood (per day)	1cp
Backpack (empty)	2gp	Fishhook	1sp
Barrel (empty)	2gp	Fishing net (25 sq.ft.)	4gp
Basket (empty)	4sp	Flask (empty)	3cp
Bedroll	1sp	Flint and Steel	1gp
Bell	1gp	Grappling Hook	1gp
Blanket, winter	5sp	Hammer	5sp
Block and Tackle	5gp	Healer’s Kit	50gp
Bottle, glass (empty)	2gp	Holy Symbol, wooden	1gp
Bucket (empty)	5sp	Holy Symbol, silver	25gp
Caltrops	1gp	Holy Water (flask)	25gp
Candle	1cp	Hourglass	25gp
Canvas (sq. yd.)	1sp	Ink (1 oz. Vial)	8gp
Case, map or scroll	1gp	Inkpen	1sp
Chain (10 ft.)	30gp	Jug, clay	3cp
Chalk, 1 piece	1cp	Ladder, 10 ft.	5cp
Chest (empty)	2gp	Lamp, common	1sp
Craftsman’s Tools	5gp	Lantern, bullseye	12gp

Lantern, hooded	7gp
Lock, simple	20gp
Lock, average	40gp
Lock, good	80gp
Magnifying Glass	100gp
Manacles	15gp
Mirror, small steel	10gp
Mug/Tankard, clay	2cp
Musical Instrument	5gp
Oil, pint flask	1sp
Paper (sheet)	4sp
Parchment (sheet)	2sp
Pick, miner's	3gp
Pitcher, clay	2cp
Piton	1sp
Pole, 10 ft.	2sp
Pot, iron	5sp
Pouch, belt (empty)	1gp
Ram, portable	10gp
Rations, trail (per day)	5sp
Rope, hempen (50 ft.)	1gp
Rope, silk (50 ft.)	10gp
Sack (empty)	1sp
Sealing Wax	1gp
Sewing Needle	5sp
Signal Whistle	8sp
Signet Ring	5gp
Sledge	1gp
Soap (per lb.)	5sp
Spade or Shovel	2gp
Spell Component Pouch	5gp
Spellbook (blank)	15gp
Spyglass	1,000gp
Tent	10gp
Thieves' Tools	30gp
Torch	1cp
Vial, ink or potion	1gp
Waterskin	1gp
Whetstone	2cp

Mounts and Related Gear

Stabling (per day)	5sp
Barding (medium x2, large x4)	
Bit and Bridle	2gp
Dog, guard	25gp
Dog, riding	150gp
Donkey or mule	8gp
Feed (per day)	5cp
Horse	
Horse, heavy	200gp
Horse, light	75gp
Pony	30gp
Warhorse, heavy	400gp
Warhorse, light	150gp
Warpony	100gp
Saddle	
Military	20gp
Pack	5gp
Riding	10gp
Saddle, exotic	
Military	60gp
Pack	15gp
Riding	30gp
Saddlebags	4gp

Transport

Carriage	100gp
Cart	15gp
Galley	30,000gp
Keelboat	3,000gp
Longship	10,000gp
Rowboat	50gp
Sailing Ship	10,000gp
Sled	20gp
Wagon	35gp
Warship	25,000gp

Buildings

Simple house	1,000gp
Grand house	5,000gp
Mansion	100,000gp
Tower	50,000gp
Keep	150,000gp
Castle	500,000gp-1,000,000gp
Moat with bridge	50,000gp

GLOSSARY

1-9

[YdX] – This code represents a dice roll and can be translated like "*roll Y dices, each dice is an X-sided dice*". For example, 3d20 means "*roll 3 20-sided dices*" or "*roll a 20-sided dice 3 times*". Sometimes this code is followed by a + or a – and a number. In this case the number has to be added/subtracted from the dice result: for example, "d20+4" means "*roll a 20-sided dice and add 4 to the result*".

[d%] - Refers to a percentile die roll. You can roll two ten-sided dice, one for the tens and the other for the ones.

[X/Level] – Multiply X for the current character (or *NPC*) Level. For example, a level 2 character rolling "4+1d6/Level" will roll 2d6 and add 4 to the total.

A

AC - See *Armour Class*.

Adventure - A series of linked *scenes*, or *encounters* following a short *plot* (one or two playing *sessions)*. A group of adventures linked together form a *campaign*.

Alignment - Basic moral and ethical tendency of a *character*, used to provide a clear idea of how the character will handle moral dilemmas. The alignment is individuated at the crossing of two lines: legality-chaos and good-evil.

Armour Class - (*AC* for short) Is a value representing how difficult is to hit a creature. AC value can be improved using armours, spells or other magical artefacts.

Attack of Opportunity - An attack (usually free) that can be done as a reaction to some event or action.

B

Background – The past story of a *PC* before the start of the *campaign* or the events leading up to the adventure *plot*.

Background Hook – See *Hooks*.

Battlemat - A map traced with squares or hexagons grid on which *encounters* are played out with *counters* or *miniatures*.

Bonus - A number added to your chance of success when making a die roll (opposite of *penalty*).

Boss - Powerful enemies who require many resources to defeat.

Boxed Text - Flavor text intended to be read (or paraphrased) aloud to the *players* during an *adventure*.

C

Called Shot - Attack made aiming a particular area on an opponent or object. A called shot will be harder to achieve, but usually gives some sort of *bonus* (increase damage, only way to hit a weak spot, other effects).

Campaign - A longer story made by many linked *adventures* aiming to a more epic ending. Usually a campaign allows to achieve one or more levels of character improvement.

Campaign Journal - A record of what happens during your gaming *sessions*. Can range from a simple list of events to prose-style accounts, used to keep track of what happens during your campaign.

Character - Everyone in the game is a character, both *PCs* and *NPCs*.

Character Sheet – Sheets of paper where players can record *stats*, abilities and everything else related to their *PCs*. *GMs* can also have character sheets for important *NPCs*.

Check – Die roll made to determine a character's success or failure at a task.

Class - The "main area of expertise", "role", or "job" for a player *character* that affects what skills and abilities the player character can learn or use.

Counter - A small piece of paper or another object representing a *character* or monster, used in a *battlemat*.

Critical – An exceptional result in a dice roll that deals extra damage or has additional effects on the target.

D

DC - See *Difficulty Class*

Downtime - The time between adventures, when *PCs* can rest, heal, train, resupply...

Difficulty Class – (*DC* for short) The number a character needs to roll to succeed at a task. Usually a success is rolled when dice result is equal or greater to DC.

E

EL - See *Encounter Level*.

Encounter – An event in which the *PCs* can do something of significance. Attending a royal ball would be an encounter, picking a lock would not. Many linked *encounters* can form an *adventure*.

Encounter Level – (*EL* for short) Quantifies the experience obtained in succeding an encounter: the harder the task or the stronger the enemy, the higher the Encounter Level will be. After reaching a certain amount the player level increases, raising stats or achieving new skills.

Experience Points - (*XP* for short)A character will be awarded experience points for succeeding challenges, defeating monsters or playing well its role in the game. After reaching a certain amount the player level increases, raising stats or achieving new skills.

F

Fumble - A roll failed so badly that something exceptionally bad happens as a result.

G

Game Master – (*GM* for short) The player who guides the other players through *adventures*, describes the game world and plays all of the *NPCs*.

Game Time - Time within the game world, opposed to time in the real world.

GM – See *Game Master*.

H

Health Points - (*HP* for short) represent the health level of the character: anytime you get wounded this number drops.

HD – See *Hit Dice*.

Hit Dice (*HD* for short) In the singular form, a die rolled to generate hit points. In the plural form, a measure of relative power that is synonymous with character level for the sake of spells, magic items, and magical effects that affect a certain number of *Hit Dice* (*HD*) of creatures. To define *Hit points* of creatures, usually a d8 is rolled.

Hit Points – (*HP* for short) See *Health Points*.

Hook - Elements of a *PC* background that the GM can use to tie him into the game, or as fuel for adventures. Anything the *GM* describes to get the *PC*s involved in an adventure.

House Rule - Any game rule that is altered, added to or removed from the original rules.

HP – See *Health Points.*

I

In-character - Speech and actions performed as if spoken or done by a character, much like an actor in a play.

M

Marching Order – Order in which the *PCs* travel when in a confined space. It may be important to know who leads and who follows.

Miniature – Small figure representing *characters*, monsters or other elements in a *battlemat*.

Minion – A lowly dangerous creature whose only role is to be taken out by *PCs* during combat. Minions usually come in groups.

N

NPC - See *Non-player Character*.

Non-Player Character - (*NPC* in short) Any character who is not a *PC*, nearly always played by the *GM*.

O

One-shot – A short *adventure* designed to be played in a single *session*, and not as part of a *campaign*, often featuring *pre-generated PCs*.

Out-of-Character - Anything that a player says or does that is not spoken or done *in-character*.

P

Party - Group formed by *PCs*.

PC – See *Player Character*.

Penalty - A number subtracted to your chance of success when making a die roll (opposite of *bonus*).

Player – Everyone playing the game, even if usually means everyone playing the game but the *GM*.

Player Character - (*PC* for short) Any character that is played by a *player*, not the *GM*.

Plot - The story that unfolds during an *adventure*.

Plot Hook – See *Hooks*.

Pre-generated - A *PC* created by the *GM* (or found in a published *adventure*).

R

Random Encounter - An *encounter* not written into the adventure, but occurring randomly, often as a result of a roll.

Round - A discrete unit of *game time* of few seconds (usually 6).

S

Scene - A discrete event or sequence of events, like a chapter in a book, that has a definite beginning and end. An *encounter* is often (but not always) also a *scene*.

Screen - A three- or four-folding cardboard panel, often with printed tables to help the *GM*, to prevent the players from seeing *GM* notes, maps and die rolls.

Session - One day/afternoon/night of gaming.

Setting - The world or area in which the game takes place.

Side Quest - A short *adventure*, unrelated to the main *plot*. Usually it is used to give players chance to gain more *experience*.

Situational Bonus/Penality - A *bonus* or a *penality* to a roll dependent on circumstances (walking in mud gives a situational penality to walking speed).

Solo / Solo Campaign - A game played with one *player* and one *GM*.

SPD – See *Speed*.

Speed – (*SPD* for short) is the number of squares a creature can move in a combat turn without making any other action.

Stats - Short for statistics, the attributes of a *character*, creature or item.

Subplot - A secondary *plot*, mainly designed to be eventually ignored (or missed) by the *PCs*.

T

Target Number - See *Difficulty Class*.

X

XP - Short for *Experience Points*.

MICROLITE

PUREST ESSENCE

This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

Stats

There are 3 stats : **Strength** (STR), **Dexterity** (DEX) and **Mind** (MIND).

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Humans get +1 to all skill rolls
Elves get +2 MIND
Dwarves get +2 STR
Halflings get +2 DEX

Classes

The classes are **Fighter**, **Rogue**, **Mage**, **Cleric**. Characters begin at **Level 1**.

Fighters

Wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on

Rogues

Can use light armour. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack

Magi

Wear no armour. They can cast arcane spells, and gain a +3 bonus to Knowledge

Clerics

Can wear light or medium armour. They cast divine spells and gain +3 bonus to Communication. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Skills

There are just 4 skills: **Physical**, **Subterfuge**, **Knowledge** and **Communication**. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.
Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "**saving throws**" in this game; use Physical + STR or DEX bonus for Fortitude and Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.

Magic

Magi can cast any arcane spell, and Clerics any divine spell, with a spell level equal or below 1/2 their class level, rounded up. They have access to all arcane spells in the SRD spell list.

Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	19

This loss cannot be healed normally but is recovered after 8 hours rest. There is no need to memorize spells in advance.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells is 10 + Caster Level + Caster's MIND bonus

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for **initiative order**. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + Level
Missile attack bonus = DEX bonus + Level
Magic attack bonus = MIND bonus + Level

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add STR bonus to Melee damage, x2 for 2-handed weapons.
Armour Class (AC) = 10 + DEX bonus + Armour bonus.

Other Hazards

Falling : 1d6 damage per 10′, half damage on Phys+DEX save. DC=depth fallen in feet
Spikes : add +1 point to falling damage per 10′ fallen, max +10
Poison : Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.
Extreme Heat & Cold : If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:
+1d6 to Hit Points
+1 to all attack rolls
+1 to all skills

If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to STR, DEX or MIND.

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

Example

The 1st level adventurers have just completed a dungeon adventure, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

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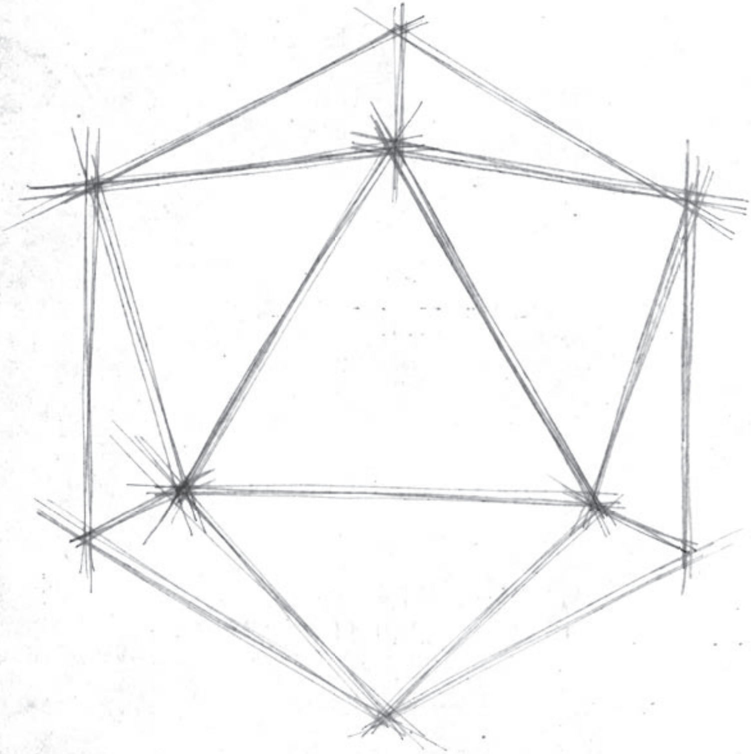

Microlite 20
Golden Edition

Do you remember when the gaming table was full of pizza and soda, not rulebooks, miniatures and dungeon tiles? Do you yearn for a role-playing game that doesn't require weight training to carry all the books? Do you want to be able to hold all the rules in your head - or in your back pocket? And do you still want to use all those lovely monsters, adventures and game worlds too?
So do we!! – Greywulf

Microlite20 is a minimalist role-playing game designed to be usable with the majority of the OGL/d20 supplements, rules and adventures with little or no advance preparation. The basic rules for character generation, combat, magic and level advancement take up a single sheet of paper, meaning it is perfect for introducing role-playing to new players, gaming oneshot adventures or tailoring into your own game system.

Endoria Edizioni

DUNGEONFINDER

Player's Guide

A Player's Guide to the *DUNGEONFINDER* role-playing game, a streamlined version of the Primary Fantasy SRD rules, for use by itself or in combination with other Primary Fantasy SRD compatible games.

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M

Revised by Chad E. Rose

Illustrations by Gustave Dore, Arthur Rackham, August Malmstrom, Carl Gustav Hellqvist, Joseph Wright, Viktor Vasnetsov, Enrico d'Assia

Additional help Bronwyn Davis

Special thanks to;

Greywulf for creating Microlite20.

The authors of the Purest Essence rules.

The Microlite20 community for all their enthusiasm and ideas.

Seth Drebitko for keeping the legacy alive.

"The goal was to create a simpler game but one where all the resources of the Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion."

- The authors of Microlite20 Purest Essence

On October 14th 2006 Greywulf (Robin V. Stacey) replied to a thread on the ENWorld forums and placed a link to his simplified version of the World's Most Popular Role-Playing Game. Two days later he started his own thread on those very forums, "Microlite20: The Smallest Thing in Gaming." This thread spanned 82 pages and 1,217 posts over a year and four months before it was closed and restarted due to the extreme length of the thread.

You could say Microlite20 met with some success.

On March 12th 2010 it was announced that Microlite20 was sold to Seth Drebitko and…

…the adventure's just begun.

What is the DUNGEONFINDER role-playing game?

To those new to role-playing games Dungeonfinder is a fantasy game where one person, called the Game Master, creates an adventure, controlling the people and monsters in it, while the other people play heroes they create who will explore the cities and castles and ruins in the adventure.

To the people with more experience with RPG's, DUNGEONFINDER is the Primary Fantasy SRD streamlined into a slimmer package and then having the Microlite20 rules dropped in on top to trim things down even further. A fast-paced game that may be easily used with adventures made for the *World's Most Popular Role-Playing Game* or the *World's Second Most Popular Role-Playing Game* based on the 3.5 edition rules.

Or, just use the DUNGEONFINDER Player's Guide, DUNGEONFINDER Game Master's Guide and DUNGEONFINDER Book of Monsters to create your own adventures. Everything you need is there, character creation and advancement, equipment, spells, monsters, treasure and magic-items, and a random adventure creator to help you along or for solo play.

So what changes have been made to create a slimmer, trimmer, even more streamlined game? Well, the major changes are; the inclusion of only the four major classes, the elimination of feats, a streamlined skill system, a reduction to the spell lists, efficient monster listings, and a treasure and magic-item section that instead of being 100 pages long has been nicely reduced to just 5 pages!

Read on, create your hero and prepare for epic fantasy!

"Written rules by themselves cannot make for great adventure. The game master must envision a fantastic world and the players breathe life into it and only then will everyone be lost in epic fantasy."

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The Basics

The Core Mechanic

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals (for a skill check) or exceeds (for an attack) the target number, your character succeeds. If the result is lower than the target number, you fail.

Dice – Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d% - Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Modifiers – A modifier is any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty.

Player's Guide

The Player's Guide will provide you with all the information necessary to create and play your own character in Microlite20 games.

Classes

There are four classes in Microlite20; Fighter, Rogue, Wizard and Cleric that begin at level 1.

The Microlite20 Classes group together characters of like ability but these same characters may still vary greatly. For instance, a Fighter may be a well-armored, sword wielding knight, or a lightly-armored bowman or even a club-wielding barbarian. A Cleric might be a priest at a temple, or a shaman of a tribe or even a woods dwelling druid. Don't feel constrained by the Class options, let your imagination go and choose whichever Class is closest to what you have in mind.

Fighter – Fighters are masters of arms and martial abilities, usually of great strength.

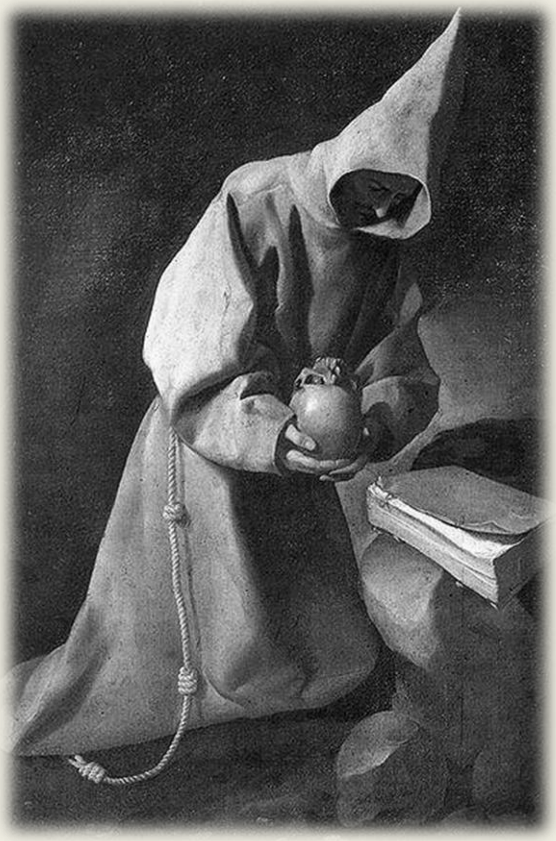
- Fighters can wear any kind of armor, use all shields and wield any weapon.
- A Fighter's Class Skill is Physical and they receive +3 bonus to the Skill.
- Fighters also receive a +1 bonus to all attack and damage rolls. This bonus increases by +1 at level 5 and every five levels thereafter, i.e. levels 5, 10, 15, 20, etc.

Rogue – Rogues prefer a more subtle approach over strength using their quick wits and fast hands.

- Rogues can wear light armor and use any weapon.
- A Rogue's Class Skill is Subterfuge and they receive +3 bonus to the Skill.
- Backstab – If a Rogue "sneaks" up on an opponent by making a successful Skill check roll using the Subterfuge Skill and Dexterity Modifier the Rogue may then try to backstab (Melee or Missile) the opponent. If the backstab attack hits the Rogue may add their Subterfuge Skill score to the damage.

Wizard – Wizards have learned to absorb the energy around them and to release it as powerful spells.

- Wizards wear no armor but can use any weapon.
- A Wizards Class Skill is Knowledge and they receive +3 bonus to the Skill.
- Wizards can cast spells from the Wizard spell list and gain a “Signature Spell” every Level. Signature Spells are explained in the “Magic” section.



Cleric – Clerics are people dedicated to a cause or purpose and spend their lives spreading this ideal or living entirely for it.

- Clerics can wear light or medium armor, any shield (except tower) and can use any weapon.

- A Cleric’s Class Skill is Communication and they receive +3 bonus to the Skill.
- Clerics can cast spells from the Cleric spell list and gain a “Signature Spell” every Level. Signature Spells are explained in the “Magic” section.
- Turn Undead – Clerics may also “turn” or destroy the undead. The Difficulty Class (DC) is the current Hit Points (HP) of the undead. If a Turn Undead roll plus the Cleric’s Magic score beats the DC the undead flee from the caster. If the DC is exceeded by 10 or more the undead are destroyed. This can be used 2 + Level + Mind Modifier times a day.

Races

There are six races in Microlite20; Human, Elf, Dwarf, Halfling, Half-Elven, and Half-Orcish.

Human – Humans come in all shapes, sizes and colors. They are usually 5'-6' tall, can be anywhere from very slim to very large, with fair to dark skin, hair and eyes. Traditionally Humans can be found anywhere and small groups of Humans can spring up in a desirable location and grow into a large city in a relatively short amount of time. They are a very adaptable race, able to survive in almost any part of the realms.

- Humans receive a +1 bonus to all Skill checks.

Elf – Elves are a slightly smaller and lither race than the Humans with sharp features and pointed ears. They generally have fair skin, light hair and light-colored eyes though there are Dark Elves who possess dark skin and sometimes black hair. There are many kinds of the fairer Elves including; Wood, High, Forest, and Aquatic. Elves traditionally live apart from the other races and often in more remote or inaccessible areas. Being a long-lived race Elves acquire a strong intelligence and wisdom over their many years.

- Elves receive a +2 bonus to their Mind score.

Dwarf – Dwarves are a short and sturdy race averaging about 4' tall, with their tallest folk close to 5' 5" tall, with thick arms and legs. They generally have fair to ruddy skin, darker hair and brown eyes. There are a few kinds of Dwarves including, Hill, Grey and Mountain. Traditionally Dwarves are found in hilly or mountainous regions in great underground complexes carved out by themselves. They tend to be fond of architecture and knowledgeable about things found below ground such as rocks, minerals and gems.

- Dwarves receive a +2 bonus to their Strength (STR) score.

Halfling – Halflings are the smallest race, about half the size of Humans, and like Humans may be rather slim or prone to too much relaxation. They generally have fair to ruddy skin and eyes and hair in a variety of browns. Traditionally Halflings tend to keep to themselves but do not go out of their way to avoid the other races. They just seem to have placed themselves where Humans, Dwarves and Elves don't go or don't care to be. Halflings usually live in "holes" in hilly spots or low houses in light woods. When they want to, or the need arises, Halflings are a fairly quick and spry race.

- Halflings receive a +2 bonus to their Dexterity (DEX) score.

Half-Elven – Half-Elves are the intermixing of a Human and Elven parent. A seemingly sad race, Half-Elves have a short-lived Human parent and a long-lived Elven parent. This leaves them somewhat apart from society and torn between two cultures. They can possess the features of either race or a combination of the two. They are usually nomadic and wander between the Elven Nations and cities of man. Half-Elves gain the litheness and agility of their Elven heritage along with the adaptability of their Human parentage.

- Half-Elves receive a +1 Bonus to their Dexterity (DEX) score.
- Half Elves receive a bonus of +1 to any two Skills of their choice.

Half-Orcish – Half-Orcs are the unfortunate result of warfare and Human captivity. Half-Orcs are fairly large, often over 6' tall with dark hair, if they have any hair at all, and are fair to sickly-skinned in tone. Half-Orcs usually have no place in civilized cities except as laborers or mercenaries and often reside with their Orcish brethren. Orcs are normally brutish and combat-oriented except for that rare unique snowflake.

- Half-Orcs receive a bonus of +4 to their Strength (STR) score.
- Half-Orcs receive a -2 penalty to their Mind score.

Ability Scores

There are three Ability scores, in Microlite20; Strength, Dexterity, and Mind. These Stats are used to define the natural characteristics of your character.

Strength (STR) – Strength is a measure of strength and toughness and is often used with the Physical Skill for some Skill checks.

- Adds to Melee attack rolls.
- Adds to Melee damage rolls.
- Adds to starting Hit Points (HP).
- Adds to some Skill checks.

Dexterity (DEX) – Dexterity is a measure of your hand-eye coordination and quickness that is often used with the Subterfuge Skill for some Skill checks.

- Adds to Initiative.
- Adds to Missile attack rolls.
- Adds to Armor Class (AC).
- Adds to some Skill checks.

Mind – Mind is a measure of your character's intelligence and wisdom that is often used with the Communication Skill for some Skill checks.

- Adds to Magic Difficulty Class (attacks).
- Adds to Magic saving throws (defense).
- Adds to some Skill checks.

Each Stat is assigned a score from 3-18 that will determine a Stat Modifier. Anytime you use a Stat, such as Strength, its Modifier will be figured into your roll of the die or dice.

To determine your Stat score roll a six-sided die (d6) four times (4d6), drop the lowest die, and add up the other three dice and write this number down on a piece of paper. Repeat these steps three more times.

To figure the Stat Modifier for each of your three scores use the following;

(Stat-10)/2 = Stat Modifier (round down)

Or use this handy table instead.

Total	Modifier
3-4	-3
5-6	-2
7-8	-1
9-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4

You may assign your Statistic scores as you like.

Skills

In Microlite20 there are four Skills; Physical, Subterfuge, Knowledge, and Communication.

Physical (PHY) – Physical covers any activity where the body plays a part in deciding the outcome such as jumping, bashing, swimming, etc.

Subterfuge (SUB) – Subterfuge is used for anything requiring stealth, deception, or thievery such as hiding, moving silently or picking a lock.

Knowledge (KNOW) – Knowledge is broad covering everything from geography and history to environment and can be used to identify monsters, recognize religious symbols or heal someone.

Communication (COM) – Communication is used for interacting with the GM's characters or monsters when you are trying to be diplomatic, convincing or proving a point.

Every Class has a Class Skill that is linked to their Class; Physical for Fighters, Subterfuge for Rogues, Knowledge for Wizards and Communication for Clerics. This skill is equal to the character's level +3. Another Skill, player's choice, is a secondary Skill and is equal to the character's level. All other Skills are equal to ½ a character's level rounded down.

Using Skills

When your character uses a skill, you make a skill check to see how well he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character that is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over and over again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

A skill check takes into account a character's training (Skill Ranks), natural talent (Stat modifier), and luck (the die roll). It may also take into account his or her race's knack for doing certain things (racial bonus).

To make a skill check, roll 1d20 and add your character's Skill Rank and the Stat modifier. Don't forget any race bonus if you have one. The higher the result the better.

A Skill check roll is;

1d20 + Skill Rank + Stat Modifier
(+ any situational bonus/penalty)

For example; If your character wanted to bash open a locked door you would make a Skill check using your Physical Skill score along with your Strength Statistic Modifier and add or subtract these numbers from a Skill check roll to try and equal or beat a Difficulty Class (DC) number, for bashing open the door, assigned by the GM.

Difficulty Class

Most checks are made against a Difficulty Class (DC). The DC is a number that you must score as a result on your skill check in order to succeed.

Difficulty	DC	Example (Skill Used)
Very easy	0	Notice something large in plain sight. (Knowledge+Mind)
Easy	5	Climb a knotted rope. (Physical+Strength)
Average	10	Hear an approaching guard. (Subterfuge+Mind)
Tough	15	Rig a wagon wheel to fall off. (Subterfuge+Dexterity)
Challenging	20	Swim in stormy water. (Physical+Strength)
Formidable	25	Open an average lock. (Subterfuge+Dexterity)
Heroic	30	Leap across a 30-foot chasm. (Physical+Strength)
Nearly impossible	40	Track a squad of orcs across hard ground after 24 hours of rainfall. (Knowledge+Mind)

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

If you are ever unsure which Skill or Statistic should be used ask the Game Master (GM) and they will tell you which to use or discuss which seem the most appropriate according to the situation. You may also review the lengthy Skills check list in the Game Master's Guide for more information.

Favorable and Unfavorable Conditions

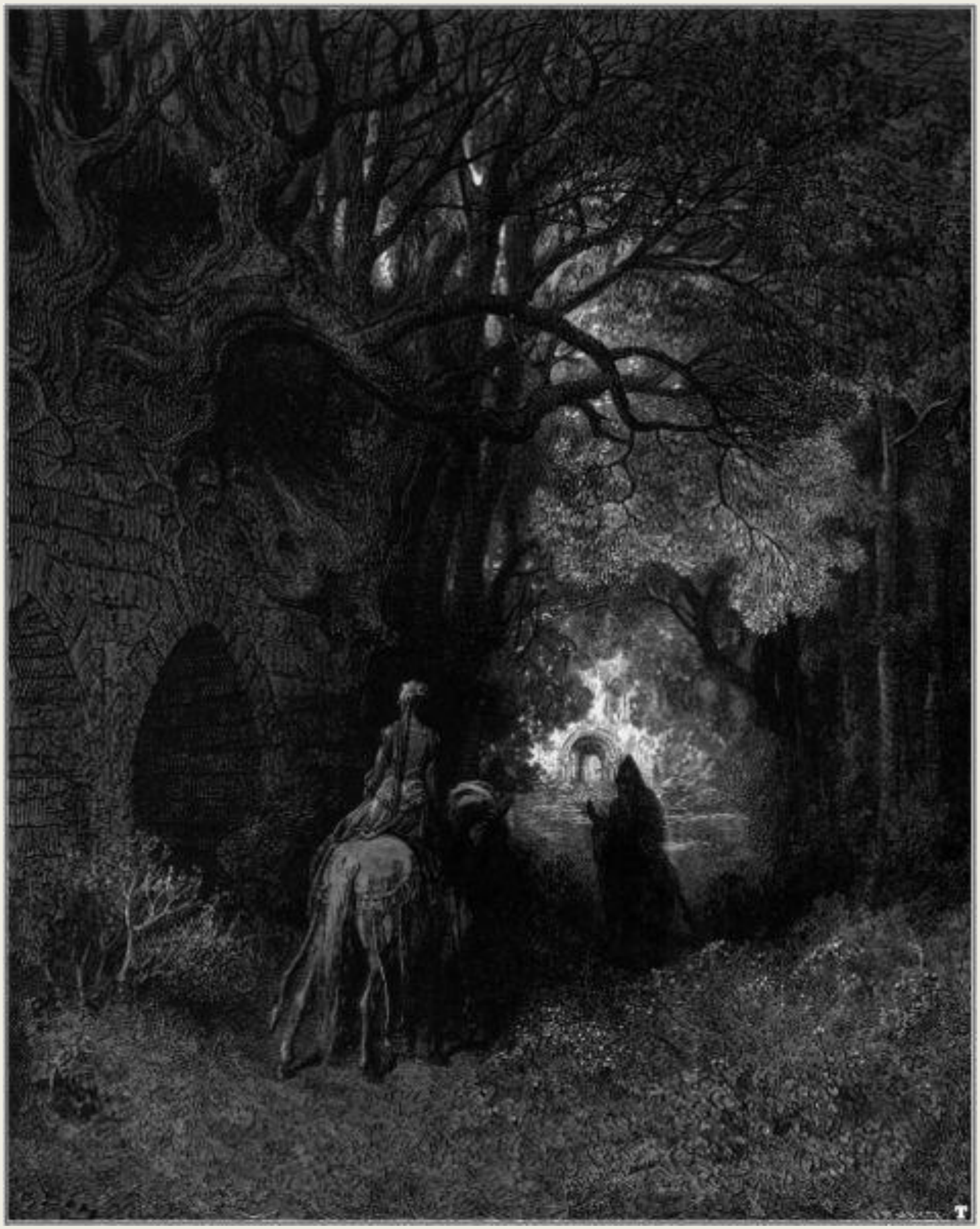
Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

Conditions that affect your character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result, they create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

Your GM will tell you if there are any bonuses or penalties to the Skill rank or DC.

Trying Again

In general, you can try a skill check again if you fail, and you can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. A few skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.



Magic

Both Wizards and Clerics can cast spells. Wizards cast spells by absorbing the energies around them and releasing it as a spell and Clerics by petitioning their god or drawing power from the environment around them.

Wizards can cast any Wizard spell available to them and Clerics can cast any Cleric spell available to them.

Wizards and Clerics may cast spells with a spell level equal or below 1/2 their class level, rounded up.

Spell Hit Point Cost

Casting a spell costs a spell caster Hit Points (HP). This is a reflection of the toll it takes on a caster to draw on the energy, power, and concentration necessary to cast the spell.

The Hit Point (HP) cost is;

1 + Double the Level of the Spell Cast.

Spell Level	HP Cost
0	1
1	3
2	5
3	7
4	9
5	11
6	13
7	15
8	17
9	19

This Hit Point (HP) loss must be healed normally, requiring eight hours of rest.

Spell Attacks and Defending

Casting spells and defending against them use the character's Magic bonus score. The Magic bonus score is;

Character's Level + Mind Modifier

A spell caster's spell has a Difficulty Class (DC) that the opponent must beat to defend against the spell or else suffer the spells effects. This is called a "Saving Throw."

The Difficulty Class (DC) for a spell is;

10 + Caster's Magic Bonus

A saving throw is a d20 roll plus a Statistic (Stat) score modifier and Skill rank. The spells description will list which Statistic and Skill to use, or your GM will tell you.

To defend against Magic is;

1d20 + Appropriate Stat modifier + Appropriate Skill Rank

This is only used when a caster is targeting an opponent and not when targeting themselves or a willing target.

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a spell entails.

Signature Spells

Wizards and Clerics also each have Signature Spells. A Wizard and Cleric choose one spell per spell level, or as the spell level becomes available to them, starting at spell level 1. These should be spells that the Wizard or Cleric prefers using over other spells and will cost 1 Hit Point (HP) less to cast due to the familiarity of the spell.

The complete Wizard and Cleric spell lists can be found in the "Spells" section.

Combat

Eventually any and all characters will find themselves standing toe-to-toe with some foul monster, after all, how else are you going to achieve fame and fortune? Before we get to swinging a sword or firing an arrow though we need to determine who goes first and in what order everyone else follows.

Initiative (INI)

Initiative is a way to determine who goes first in combat and in what order the other characters and opponents take their turns. Initiative is determined by rolling the twenty-sided die (d20) and adding a character's Dexterity Modifier to the roll result. The character or opponent with the highest Initiative acts first followed by the next highest, etc.

When the last character or opponent has taken a turn then a new round begins and you start again with the highest Initiative (using your original Initiative roll not a new Initiative roll.) A round is generally considered about 6 seconds of time.

Actions

During a character's turn their a three types of actions a character can take; a Standard action, which is generally an attack, a Move action, where the character may move up to their Speed score, and a Free action which are simple things like yelling warning.

Attacking and Defending

Attacking in combat basically comes down to rolling the d20 and adding either your character's Melee or Missile score in an attempt to beat your opponent's Armor Class (AC).

Melee Attack Score

A character's Melee score will be used when they are attacking with a melee weapon, such as a sword or mace.

The Melee Bonus is;

Level + Strength Modifier
(+ Fighter Class Bonus)

Missile Attack Score

A character's Missile score will be used when they are attacking with a ranged weapon, such as a bow or crossbow. The Missile Bonus is;

Level + Dexterity Modifier
(+ Fighter Class Bonus)

If you successfully beat the opponents Armor Class (AC) then you do damage according to the type of weapon used.

Armor Class (AC)

A character's Armor Class (AC) represents how hard it is to hit the character with a melee or missile weapon. Armor Class (AC) is;

10 + Dexterity Modifier + Armor bonus

Weapon Damage (D)

On a successful hit with a melee or missile weapon damage is taken from the target's Hit Points (HP). The damage is based primarily on the weapon type used and its associated damage die, notated as D1d6, or D1d8, etc. See the "Weapons and Armor" section for weapon types and their damage.

Damage with a melee weapon is;

Weapon type + Strength Modifier
(+ Fighter Class bonus)

Damage with a missile weapon is;

Weapon Type
(+ Fighter Class bonus)

Critical

If a Natural 20 is rolled on an attack, a "20" on the d20 before Modifiers or bonuses, then you score an automatic hit doing maximum damage.

Hit Points (HP)

Hit Points are an abstract way of measuring the health of your character and how hard he or she is to defeat.

A character's Hit Points are;

Strength score + 1d6 per Level

If a character's Hit Points (HP) reach 0 they are unconscious and near death. Further damage reduces the character's Strength score and when Strength reaches 0, death. A character at 0 or negative Hit Points (HP) will lose 1 point of STR a round unless a Healing Skill check is made on the character or another form of restoring health, such as a spell, is used.

Multiple Attacks

When a character's Melee score is +6 or more a second attack may be made at a -5 penalty. If the total Melee score is +11 then a second attack may be made at +5 and a third at +1. See the table below for the progression of extra attacks.

Attack Bonus	Additional Attacks	
+6	+1	-
+7	+2	-
+8	+3	-
+9	+4	-
+10	+5	-
+11	+6	+1
+12	+7	+2
+13	+8	+3

Two-Handed Weapons

If a two-handed weapon is being wielded, when figuring damage, add the Strength Modifier x2.

Two-Weapon Combat

Fighters and Rogues can wield two light weapons and attack with both in a round if they take a -2 penalty to their Melee attack rolls that round.

Light Weapon Combat

Fighters and Rogues have the option of using their Dexterity Modifier + Level as their Melee score, instead of Strength + Level, if wielding a light weapon. Any damage on a successful hit still uses the STR Modifier for any bonus or penalty.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness may call for listen Skill checks, spot Skill checks, or other checks.

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an action during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Speed (Move)

Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on your race and what armor you're wearing.

Dwarves and Halflings have a speed of 20 feet (4 squares), or 15 feet (3 squares) when wearing medium or heavy armor (except for dwarves, who move 20 feet in any armor). Humans, Elves, Half-Elves, and Half-Orcs have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor.

If you spend your entire action moving you can move up to double your speed. If you spend the entire round to run all out, sacrificing your Shield and DEX bonus to Armor Class, you can move up to quadruple your speed (or triple if you are in heavy armor). You can also climb (up to one-quarter of your speed) or swim (up to one-quarter of your speed).

Special Attacks

Aid Another - In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this standard action to help a friend in other ways, such as when he is affected by a spell, or to assist another character's skill check.

Bull Rush - You can make a bull rush as a standard action (an attack) or as part of a charge. When you make a bull rush, you attempt to push an opponent straight back instead of damaging him.

First, you and the defender make opposed Strength checks. You each add a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit.

Charge - Charging is a special full-round action that allows you to move up to twice your speed and attack during the action.

You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles).

After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a -2 penalty to your AC until the start of your next turn.

A charging character gets a +2 bonus on the Strength check made to bull rush an opponent.

Disarm - As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand.

If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon the defender may still oppose you with an attack roll, but takes a penalty.

You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. (An unarmed strike is considered a light weapon) If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item isn't a melee weapon, the defender takes a -4 penalty on the roll.

If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.

Grapple - To start a grapple, you need to grab and hold your target.

Grab. You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails.

Hold. Make an opposed grapple check. If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike.

A grapple check is like a melee attack roll. Your attack bonus on a grapple check is:

Level/HD + Strength modifier
+ special size modifier

The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12, Fine -16. Use this number in place of the normal size modifier you use when making an attack roll.

While you're grappling your ability to attack others and defend yourself is limited. You lose your Dexterity bonus to AC (if you have one) against opponents you aren't grappling.

You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a -4 penalty on such attacks.

You can attempt to cast a spell while grappling. You must make a Concentration check (DC 20 + spell level) or lose the spell. You don't have to make a successful grapple check to cast the spell.

While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make an opposed grapple check in place of an attack. If you win, you deal nonlethal damage as normal for your unarmed strike (1d3 points for Medium attackers or 1d2 points for Small attackers, plus Strength modifiers). If you want to deal lethal damage, you take a -4 penalty on your grapple check.

You can hold your opponent immobile (Pinned) for 1 round by winning an opposed grapple check (made in place of an attack).

Throw Splash Weapon - A splash weapon is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. A hit deals direct hit damage to the target, and splash damage to all creatures within 5 feet of the target.

You can instead target a specific grid intersection. Treat this as a ranged attack against AC 5. However, if you target a grid intersection, creatures in all adjacent squares are dealt the splash damage, and the direct hit damage is not dealt to any creature.

If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, with 1 being straight back at you and 2 through 8 counting clockwise around the grid intersection or target creature. Then, count a number of squares in the indicated direction equal to the range increment of the throw.

After you determine where the weapon landed, it deals splash damage to all creatures in adjacent squares.

Trip - You can try to trip an opponent as an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

Make an unarmed melee touch attack against your target.

If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a -4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender (who is now Prone).

Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack.

Turn or Rebuke Undead - Clerics can channel positive energy, which can halt, drive off (rout), or destroy undead.

Regardless of the effect, the general term for the activity is "turning." When attempting to exercise their divine control over these creatures, characters make turning checks.

You must present your holy symbol to turn undead. Turning is considered an attack.

You may attempt to turn undead a number of times per day equal to 2 + Level + your Mind modifier.

You turn the closest turnable undead first, and you can't turn undead that are more than 60 feet away or that have total cover relative to you. You don't need line of sight to a target, but you do need line of effect.

The first thing you do is roll a turning check to see how powerful an undead creature you can turn. This is a Magic attack check (1d20 + Level + Mind modifier). The Difficulty Class (DC) is the Hit Points of the undead. On any given turning attempt, you can turn no undead creature whose Hit Points exceed the result.

All undead with Hit Points equal to or less than your Magic attack, within 60 ft., are turned. If you exceed the DC by 10 or more then the undead is destroyed.

Turned undead flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normal.

Saving Throws

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like a Skill check roll, a saving throw is a d20 roll plus an Ability score bonus and a Skill rank.

Fortitude Save – STR+PHY
Reflex Save – DEX+PHY
Will Save – MIND+level

The Game Master will tell you when and what type of Saving Throw needs to be made and the Difficulty Class (DC).

Level Advancement

In Microlite20 characters advance to higher levels by gaining Encounter Levels (EL's). Encounter Levels (EL's) are awarded to characters that defeat monsters and perform certain Skill checks successfully, such as disarming a trap.

When your character has accrued 10 x your current level in Encounter Levels you've advanced to the next level. Once you've advanced to the next level reset your Encounter Levels total back to 0.

Each time you gain a new Level you add;

- 1d6 to Hit Points (HP)
- +1 to all attack rolls
- Increase Skill ranks
- If the Level divides by 3, i.e. Levels 3, 6, 9, etc., add +1 point to Strength, Dexterity or Mind.

Fighters should remember they gain +1 to attack and damage rolls at Levels 5, 10, 15, etc.

Wizards and Clerics gain access to new spell levels at Levels 3, 5, 7, 9, etc.

For Example; A Level 1 party has just finished an adventure and defeated five Encounter Level (EL) 1 combats, an Encounter Level 3 leader and an Encounter Level 2 trap. That totals 10 Encounter Levels (EL's) so everyone in the party advances to Level 2. The party will need to defeat another 20 Encounter Levels (EL's), 10 x their current Level of 2, to reach Level 3.

The Game Master (GM) will tell you how many Encounter Levels (EL's) were gained after each encounter or Skill check, or at the end of the adventure.

Character Creation Summary

Character Creation Steps	
1.	Choose a Class.
2.	Choose a Race.
3.	Roll your character's Statistics (Stats), assign, and calculate bonuses.
4.	Assign Skill scores.
5.	Determine Melee Bonus, Hit Points (HP), Missile Bonus and Magic Bonus scores.
6.	Buy weapons and equipment.
7.	Figure Armor Class (AC).

Sample Characters

Hadsui, Wild Plains Warrior – Human Fighter 1
STR 16 (+3), DEX 14 (+2), MIND 12 (+1), CHA 10 (0), HP 19, AC 14 (Leather Armor), Spear +4 D1d8+4, PHY 5, SUB 1, all others @ 0.

Rosenfel the Fingersmith – Human Rogue 1
STR 10 (+0), DEX 18 (+4), MIND 12 (+1), CHA14 (+2), HP 13, AC 16 (Leather Armor), Dagger +5 D1d4 10', SUB 5, PHY 1, all others @ 0.

Rimalisse, Spellbinder – Elf Wizard 1
STR 12 (+1), DEX 13 (+1), MIND 16 (+3), CHA12 (+1), HP 15, AC 11 (Robes), Quarterstaff +2 D1d6+1, KNOW 4, PHY 1, all others @ 0.
Spells: All Level 0 and Level 1 arcane spells.

Lady Maydee, Spiritweaver – Human Cleric 1
STR 10 (+0), DEX +16 (+3), MIND 13 (+1), CHA10 (0), HP 13, AC 18 (Chainmail), Mace +1 D1d8, COM 5, PHY 1, all others @ 0.
Spells: All Level 0 and Level 1 divine spells.

Bagaduce' the Battlerager – Halfling Fighter 1
STR 16 (+3), DEX 15 (+2), MIND 9 (+0), CHA14 (+2), HP 19, AC 18 (Chainmail), Spiked Chain +5 D2d4+4, PHY 4, SUR 1, all others @ 0.

Equipment

Starting Wealth

Each character Class begins with a certain amount of acquired wealth.

Class	Amount
Fighter	150 gp
Rogue	125 gp
Wizard	75 gp
Cleric	120 gp

Coinage of the Realms

The most common coin is the silver piece (SP). A silver piece is worth 10 copper pieces (CP), 1/10 of a gold piece (GP) and 1/100 of a platinum piece (PP) which is the rarest of coins.

Exchange	CP	SP	GP	PP
CP	1	1/10	1/100	1/1,000
SP	10	1	1/10	1/100
GP	100	10	1	1/10
PP	1,000	100	10	1

Weapons

Weapons are divided up into groups of; Light Weapons, One-Handed Weapons, Two-Handed Weapons and Ranged Weapons. Each grouping includes a weapons cost, damage type die, and range if applicable.

Cost: This is the cost for purchasing the weapon. The cost also includes miscellaneous gear that goes with the weapon such as 20 arrows, bolts or sling stones for a bow, crossbow, or sling.

Damage: The damage column indicates the damage die used when a successful attack is made.

> *"Copper and silver are for the common folk while Gold is like a King, loved by all, but everyone knows the true power behind a King is his Queen…and the Queen is Platinum."*
>
> – Rosenfel the Fingersmith

Range Increment: Any attack at less than the range increment distance is not penalized for range. After the initial range increment a cumulative -2 penalty on the attack role is applied to each additional range increment. A thrown weapon will have a maximum of five range increments while a projectile weapon will fire out to ten range increments.

Light Weapons

Weapon	Cost	Damage	Range
Unarmed Strike	-	1d3	-
Axe, Throwing	8 gp	1d6	10 ft.
Dagger	2 gp	1d4	10 ft.
Hammer, Light	1 gp	1d6	20 ft
Handaxe	6 gp	1d6	-
Mace, Light	5 gp	1d6	-
Pick, Light	4 gp	1d4	-
Sap	1 gp	1d6	-
Sickle	6 gp	1d6	-
Shortsword	10 gp	1d6	-

One-Handed Weapons

Weapon	Cost	Damage	Range
Battleaxe	10 gp	1d8	-
Club	-	1d6	10 ft.
Flail	8 gp	1d8	-
Longsword	15 gp	1d8	-
Mace, Heavy	12 gp	1d8	-
Morningstar	8 gp	1d8	-
Pick, Heavy	8 gp	1d6	-
Rapier	20 gp	1d6	-
Scimitar	15 gp	1d6	-
Shortspear	1 gp	1d6	20 ft.
Sword, Bastard	35 gp	1d10	-
Trident	15 gp	1d8	10 ft.
Waraxe, Dwarven	30 gp	1d10	-
Warhammer	12 gp	1d8	-
Whip*	1 gp	1d3	-

Two-Handed Weapons

Weapon	Cost	Damage	Range
Chain, Spiked*	25 gp	2d4	-
Falchion	75 gp	2d4	-
Flail, Heavy	15 gp	1d10	-
Flamberge	50 gp	1d12	-
Glaive*	8 gp	1d10	-
Greataxe	20 gp	1d12	-
Greatclub	5 gp	1d10	-
Greatsword	50 gp	2d6	-
Guisarme*	9 gp	2d4	-
Halberd	10 gp	1d10	-
Lance*	10 gp	1d8	-
Longspear*	5 gp	1d8	-
Quarterstaff	-	1d6	-
Scythe	18 gp	2d4	-
Spear	2 gp	1d8	20 ft.

*Glaives, guisarmes, lances, longspears, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him. Most reach weapons double the wielder's natural reach, meaning that a typical wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. Spiked chains may make both reach and normal attacks.

Ranged Weapons

Weapon	Cost	Damage	Range
Crossbow, Hand	100 gp	1d4	30 ft.
Crossbow, Heavy	50 gp	1d10	120 ft.
Crossbow, Light	35 gp	1d8	80 ft.
Dart	5 gp	1d4	20 ft.
Javelin	1 gp	1d6	30 ft.
Longbow	75 gp	1d8	100 ft.
Net	20 gp	-	10 ft.
Shortbow	30 gp	1d6	60 ft.
Sling	-	1d4	50 ft.

Armor

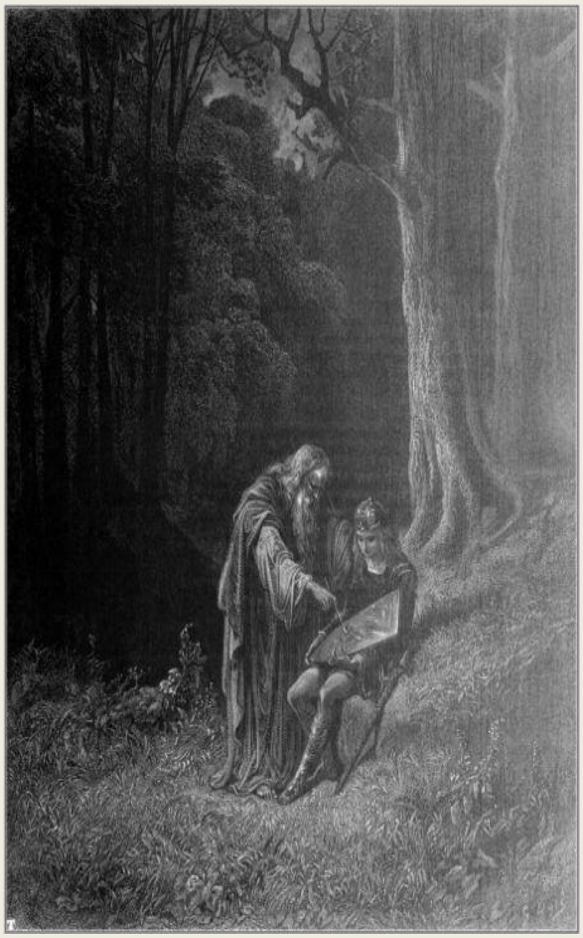
Armor is divided up into groups of armor types, light, medium, or heavy and shields.

Cost: The cost for purchasing the armor or shield.

AC Bonus: This is the Armor Class (AC) bonus provided for wearing the armor.

Armor Types

Armor	Cost	AC Bonus
Padded	2 gp	+1
Leather	10 gp	+2
Studded Leather	25 gp	+3
Chain Shirt	100 gp	+4
Hide	15 gp	+3
Scale Mail	50 gp	+4
Chainmail	150 gp	+5
Breastplate	200 gp	+5
Splint Mail	200 gp	+6
Banded Mail	250 gp	+6
Half-Plate	600 gp	+7
Full Plate	1,500 gp	+8



Shields

Armor	Cost	AC Bonus
Buckler	15 gp	+1
Shield, Light Wooden	3 gp	+1
Shield, Light Steel	9 gp	+1
Shield, Heavy Wooden	7 gp	+2
Shield, Heavy Steel	20 gp	+2
Shield, Tower	30 gp	+4

Adventuring Gear

A level 1 character will have just enough starting wealth to get them self equipped with arms, armor and some adventuring gear.

Fast Packs

A quick way to get a character started, or for the Game Master (GM) to equip a Non-Player Character (NPC) or hireling, is to use a "Fast Pack." Fast Packs are pre-compiled sets of adventuring gear. Fast Packs are 50gp each.

Delver Pack

Backpack, Belt Pouch, Bedroll, Rations (4 Days), Waterskin, Lantern, Oil (3 Flasks), Flint and Steel, Pole (10'), Rope 50', Caltrops, Crowbar, Ram (Portable).

Explorer Pack

Backpack, Belt Pouch, Bedroll, Rations (4 Days), Waterskin, Tent, Torch (6), Flint and Steel, Rope 50', Grappling Hook, Pitons (3), Hammer.

Hunter Pack

Backpack, Belt Pouch, Bedroll, Rations (4 Days), Waterskin, Lantern, Oil (3 Flasks), Flint and Steel, Rope 50', Caltrops, Chain 10', Manacles, Lock (Good).

Each Fast Pack also comes with the following dependent on your character's Class;

- Fighter – Vial of Holy Water and 5 GP
- Rogue – Thieves Tools
- Cleric – Silver Holy Symbol and 5 GP
- Wizard – Spellbook and 5 GP

Adventuring Gear	Cost
Backpack	2 gp
Bedroll	1 sp
Caltrops	1 gp
Candle	1 cp
Case (scroll)	1 gp
Chain 10'	30 gp
Chalk	1 cp
Crowbar	2 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, Wooden	1 gp
Holy Symbol, Silver	25 gp
Ink	8 gp
Lantern	12 gp
Lock, Simple	20 gp
Lock, Average	40 gp
Lock, Good	80 gp
Lock, Amazing	25 gp
Manacles	150 gp
Oil (1 Pint Flask)	1 sp
Piton	1 sp
Pole (10 foot)	2 sp
Pouch, Belt	1 gp
Ram (portable)	10 gp
Rations, Trail (1 day)	5 sp
Rope, Hempen 50'	1 gp
Sack	1 sp
Spell book	15 gp
Spyglass	1000 gp
Tent	10 gp
Torch	1 cp
Thieves Tools	30 GP
Vial of Holy Water	25 gp
Waterskin	1 gp

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2- pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (attack bonus +0) against the creature. For this attack, the creature's shield, armor, and spell bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not be effective against unusual opponents.

Candle: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

Crowbar: A crowbar grants a +2 bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed weapon that deals bludgeoning damage equal to that of a club.

Flint and Steel: Lighting a torch with flint and steel takes a round and lighting any other fire with them takes at least that long.

Grappling Hook: Throwing a grappling hook successfully requires a Skill check (DEX + SUB, DC 10, +2 per 10 feet of distance thrown).

Hammer: If a hammer is used in combat, treat it as a one-handed weapon that deals bludgeoning damage equal to that of a light hammer.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Lantern: A lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a lantern in one hand.

Lock: The DC to open a lock with a Skill check depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles: Manacles can bind a Medium creature. A manacled creature can use a Skill check to slip free (DEX + SUB, DC 30). Breaking the manacles requires a Strength check (DC 26).

(Most manacles have locks; add the cost of the lock you want to the cost of the manacles.)

Oil: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon but it takes a full round to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a turn in a round to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a Skill check PHY + DEX, DC 15. Rolling on the ground provides the target a +2 bonus on the Skill check. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Piton: A piton is a metal spike with an eye through which a rope may be passed.

Ram, Portable: This iron-shod wooden beam gives you a +2 bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by +2.

Rope, 50': This rope has 2 hit points and can be burst with a DC 23 Strength check.

Spyglass: Objects viewed through a spyglass are magnified to twice their size.

Torch: A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40- foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vial of Holy Water: Holy water damages undead creatures and evil outsiders almost as if it were acid. A vial of holy water can be thrown as a splash weapon. Treat this attack as a ranged attack with a range increment of 10 feet. A vial breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature you must be adjacent to it and pour the holy water out onto the target. Doing so is still a ranged attack. A direct hit by a vial of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the vial hits takes 1 point of damage from the splash.

Temples devoted to good deities sell holy water at cost (making no profit).

Mounts and Related Gear

Good or Services	Cost
Barding	
Medium creature	X2
Large creature	X4
Bit and Bridle	2gp
Dog, guard	25gp
Dog, riding	150gp
Donkey or mule	8gp
Feed (per day)	5cp
Horse	
Horse, heavy	200gp
Horse, light	75gp
Pony	30gp
Warhorse, heavy	400gp
Warhorse, light	150gp
Warpony	100gp
Saddle	
Military	20gp
Pack	5gp
Riding	10gp
Saddle, exotic	
Military	60gp
Pack	15gp
Riding	30gp
Saddlebags	4gp
Stabling (per day)	5sp

Transport

Goods or Services	Cost
Carriage	100gp
Cart	15gp
Galley	30,000gp
Keelboat	3,000gp
Longship	10,000gp
Rowboat	50gp
Sailing Ship	10,000gp
Sled	20gp
Wagon	35gp
Warship	25,000gp

Buildings

Building	Cost
Simple house	1,000gp
Grand house	5,000gp
Mansion	100,000gp
Tower	50,000gp
Keep	150,000gp
Castle	500,000gp
Huge Castle	1,000,000gp
Moat with bridge	50,000gp

Simple House - This one- to three-room house is made of wood and has a thatched roof.

Grand House - This four- to ten-room house is made of wood and has a thatched roof.

Mansion - This ten- to twenty-room residence has two or three stories and is made of wood and brick. It has a slate roof.

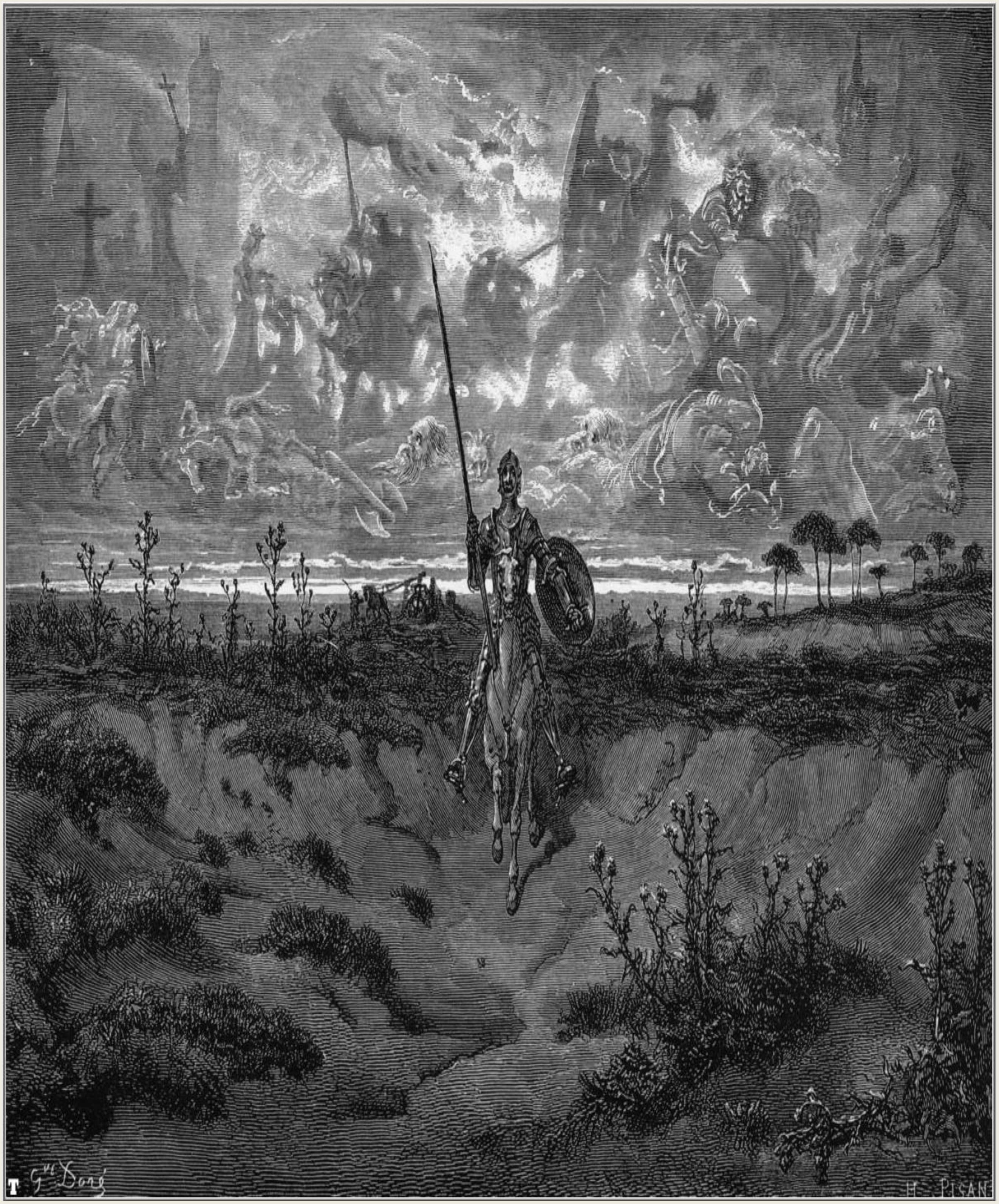
Tower - This round or square, three-level tower is made of stone.

Keep - This fortified stone building has fifteen to twenty-five rooms.

Castle - A castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.

Huge Castle - A huge castle is a particularly large keep with numerous associated buildings (stables, forge, granaries, and so on) and an elaborate 20-foot-high wall that creates bailey and courtyard areas. The wall has six towers and is 10 feet thick.

Moat with Bridge - The moat is 15 feet deep and 30 feet wide. The bridge may be a wooden drawbridge or a permanent stone structure.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Spells

The spells in Microlite20 are divided up into two lists, arcane and divine and further divided up by the spell levels. Arcane spells are used by the Wizard Class and the divine spells are used by the Cleric Class.

Below are explanations of the headings for the spell lists.

Name

The first line of every spell description gives the name by which the spell is generally known.

Effect and Descriptive Text

This portion of the spell description details what the spell does and how it works. If one of the entries in the description included "see text," this is where the explanation is found.

Range

A spell's range indicates how far from you it can reach, as defined in the Range entry of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond this range, that area is wasted. Standard ranges include the following;

Personal – This spell affects only you.

Touch – You must touch a creature or object to affect it. A touch spell that deals damage can score a critical hit just as a weapon can. A touch spell threatens a critical hit on a natural roll of 20 and deals double damage on a successful critical hit. Some touch spells allow you to touch multiple targets. You can touch as many willing targets as you can reach as part of the casting, but all targets of the spell must be touched in the same round that you finish casting the spell.

Close – The spell reaches as far as 25 feet away from you. The maximum range increases by 5 feet for every two full caster levels.

Medium – The spell reaches as far as 100 feet + 10 feet per caster level.

Long – The spell reaches as far as 400 feet + 40 feet per caster level.

Unlimited – The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet – Some spells have no standard range category, just a range expressed in feet.

Duration

A spell's Duration entry tells you how long the magical energy of the spell lasts.

Timed Durations – Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable the duration is rolled secretly (the caster doesn't know how long the spell will last).

Instantaneous (***instant***) – The spell energy comes and goes the instant the spell is cast, though the consequences might be long-lasting.

Permanent – The energy remains as long as the effect does. This means the spell is vulnerable to dispel magic.

Concentration (***con.***) – The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is an action. Anything that could break your concentration when casting a spell can also break your concentration while you're maintaining one, causing the spell to end.

You can't cast a spell while concentrating on another one. Sometimes a spell lasts for a short time after you cease concentrating.

Saving Throw

Usually a harmful spell allows a target to make a saving throw to avoid some or all of the effect. The Saving Throw entry in a spell description defines which type of saving throw the spell allows and describes how saving throws against the spell work.

Negates **(neg.)** – The spell has no effect on a subject that makes a successful saving throw.

Partial **(*par.*)** – The spell causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half **(*1/2*)** – The spell deals damage, and a successful saving throw halves the damage taken (round down).

None – No saving throw is allowed.

Disbelief **(*dis.*)** – A successful save lets the subject ignore the effect.

Saving Throw Difficulty Class

A saving throw against a spell has a DC of 10 + the caster's level + the caster's MIND bonus.

Succeeding on a Saving Throw

A creature that successfully saves against a spell that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted spell you sense that the spell has failed. You do not sense when creatures succeed on saves against effect and area spells.

Automatic Failures and Successes

A natural 1 (the d20 comes up 1) on a saving throw is always a failure and a natural 20 (the d20 comes up 20) is always a success.

Spell Resistance

SR – Spell Resistance is a special defensive ability. If your spell is being resisted by a creature with spell resistance, you must make a caster level Skill check (1d20 + caster level + MIND bonus) at least equal to the creature's spell resistance for the spell to affect that creature. The defender's spell resistance is like an Armor Class against magical attacks. Include any adjustments to your caster level to this caster level check.

The spell resistance entry tells you whether spell resistance protects creatures from the spell.

Arcane Spells

Wizard

Level 0 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Arcane Mark	Inscribes a personal rune (visible or invisible).	0 ft.	Permanent	None	No
Dancing Lights	Figment torches or other lights.	Medium	1 minute	Will dis.	No
Detect Magic	Detects spells and magic items within 60 ft.	60 ft.	Concentration up to 1 minute/level	None	No
Ghost Sound	Figment sounds.	Close	1 round/level	Will dis.	No
Light	Object shines like a torch.	Touch	10 minutes/level	None	No
Mage Hand	5-pound telekinesis.	Close	Concentration	None	No
Prestidigitation	Performs minor tricks.	10 ft.	1 hour	See text	No
Ray of Frost	Ray deals 1d3 cold damage.	Close	Instantaneous	None	Yes
Read Magic	Read scrolls and spellbooks.	Personal	10 minutes/level	--	--

Level 1 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Burning Hands	1d4/level fire damage (max 5d4).	15 ft. cone	Instant	Reflex ½	Yes

Charm Person	This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.	Close	1 hour/level	Will neg.	Yes
Enlarge Person	Increases creature's size category to the next larger one, +2 STR, -2 DEX, -1 on attack rolls and AC due to its increased size.	Close	1 minute/level	Fort. neg.	Yes
Feather Fall	Objects or creatures fall slowly.	Close	Until landing or 1 round/level	Will neg.	Yes
Floating Disk	Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.	Close	1 hour/level	--	--
Hold Portal	This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. A knock spell or a successful dispel magic spell can negate a hold portal spell. For a portal affected by this spell, add 5 to the normal DC for forcing open the portal.	Medium	1 minute/level	None	No
Mage Armor	Gives subject +4 armor bonus.	Touch	1 hour/level	Will neg.	Yes
Magic Missile	1d4+1 damage; +1 missile/two levels above 1st (max +5).	Medium	Instantaneous	None	Yes
Shocking Grasp	Touch delivers 1d8 +1/level electricity.	Touch	Until discharged	None	Yes
Sleep	Put 2d4 HD of creatures into comatose slumber.	Medium	1 minute/level	Will neg.	Yes

Level 2 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Acid Arrow	Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.	Long	1 round +1 round/level	None	--
Detect Thoughts	You detect surface thoughts.	60 ft.	Concentration	Will neg.	No
Flaming Sphere	Rolling ball of fire, 30' per round, 2d6 damage, lasts 1 round/level. 1 target/level.	Medium	1 round/level	Reflex neg.	Yes
Fog Cloud	A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance.)	Medium	10 minute/level	None	No
Invisibility	Subject is invisible for 10 min./level or until it attacks.	Personal or touch	10 minutes/level	None or Will neg.	Y/N
Knock	Opens locked or magically sealed door.	Medium	Instantaneous	None	No

Levitate	Subject moves up and down at your direction.	Personal or close	10 minutes/level	None	No
Spider Climb	Grants ability to walk on walls and ceilings.	Touch	10 minutes/level	Will	Yes

Level 3 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Clairaudience/ Clairvoyance	Hear or see at a distance for 1 min./level.	See text	1 minute/level	None	No
Dispel Magic	Cancels magical spells and effects.	Medium	Instantaneous	None	No
Fireball	1d6 damage per level, 20-ft. radius.	Long	Instantaneous	Reflex ½	Yes
Fire Trap	Opened object deals 1d4 damage +1/level.	Touch	Permanent until discharged	Reflex ½	Yes
Fly	Subject flies at speed of 18.	Touch	10 minutes/level	None	Yes
Gaseous Form	The subject and all its gear become insubstantial, misty, and translucent with Speed 2.	Touch	2 minute/level	None	No
Haste	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	Close	1 round/level	Fort. neg.	Yes
Lightning Bolt	Electricity deals 1d6 damage/level.	Medium	Instantaneous	Reflex ½	Yes
Suggestion	You influence the actions of the target creature by suggesting a reasonable course of activity.	Close	1 hour/level	Will neg.	Yes
Vampiric Touch	Touch deals 1d6/two caster levels; caster gains damage as hp.	Touch	Instantaneous /1 hour	None	Yes

Level 4 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Animate Dead	Creates undead skeletons and zombies of HDx2/level.	Touch	Instant	None	No
Arcane Eye	Invisible floating eye moves 30 ft./round.	Un-limited	1 minute/level	None	No
Black Tentacles	10 ft. long tentacles grapple all within 20 ft. spread. Attack = caster level, STR 19.	Medium	1 round/level	None	No
Dimension Door	You instantly transfer yourself from your current location to any other spot within range. After using this spell, you can't take any other actions until your next turn.	Long	Instantaneous	None and Will neg.	Y/N
Fear	An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1	30 ft.	1 round/level	Will par.	Yes

	round.				
Invisibility, Greater	As invisibility, but subject can attack and stay invisible.	Personal	1 round/ level	Will neg.	Yes
Polymorph Other	Gives one subject a new form.	Medium	Permanent	Fort. neg.	Yes
Stoneskin	Stops blows, cuts, stabs, and slashes. Damage reduction 10/ adamantine.	Touch	10 minutes/level or until discharged	Will neg.	Yes

Level 5 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Cloudkill	Kills 3 HD or less; 4-6 HD save or die, 6+ save or lose 1d4 STR while in cloud.	Medium	1 minute/level	Fort.	Yes
Contact Other Plane	Ask question of extraplanar entity.	Personal	Concentration	--	--
Feeblemind	Subject's Mind drops to 1.	Medium	Instantaneous	Will neg.	Yes
Passwall	Breaches walls 1 ft. thick/level.	Close	1 hour/level	None	No
Permanency	Makes certain spells permanent, costs EL's. Caster must be +8 levels higher than the spell level. Cost in EL's is 4% of total character EL's required of the level to make spell permanent.	Depends	Permanent	None	No
Teleport	Instantly transports you anywhere.	Personal and touch	Instantaneous	None and Will neg.	Y/N

Level 6 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Antimagic Field	Negates magic within 10 ft.	10 ft.	10 minutes/level	None	No
Chain Lightning	1d6 damage/level, number of secondary bolts equal to caster level with half damage.	Long	Instantaneous	REFLEX 1/2	Yes
Contingency	Sets trigger condition for another spell.	Personal	1 day/level or until discharged	--	--
Disintegrate	A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6/level. Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray simply disintegrates as much as one 10-foot cube of nonliving matter. A	Medium	Instantaneous	Fort. par.	Yes

	creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage.				
Geas/Quest	Commands any creature, binding it to a specific task.	Close	1 day/level or until discharged	None	Yes
True Seeing	See all things as they really are.	Touch	1 minute/level	Will neg.	Yes

Level 7 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Delayed Blast Fireball	1d6 fire damage/level; you can delay blast for 5 rounds.	Long	Up to 5 rounds	REFLEX 1/2	Yes
Ethereal Jaunt	You become ethereal for 1 round/level.	Personal	1 round/level	--	--
Finger of Death	Kills one subject or 3d6 +1/level.	Close	Instantaneous	Fort. par.	Yes
Plane Shift	Up to eight subjects travel to another plane.	Touch	Instantaneous	Will neg.	Yes
Power Word, Stun	Stuns creature with up to 150 hp.	Close	1d4 rounds	None	Yes
Spell Turning	Reflect 1d4+6 spell levels back at caster.	Personal	Until expended or 10 minutes/ level	--	--

Level 8 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Clone	Duplicate awakens when original dies.	0 ft.	Instantaneous	None	No
Horrid Wilting	Deals 1d8 damage/level within 30 ft.	Long	Instantaneous	Fort. 1/2	Yes
Incendiary Cloud	Cloud deals 4d6 fire damage/round.	Medium	1 round/level	Reflex 1/2	Yes
Irresistible Dance	Forces subject to dance, -4 AC, -10 Reflex saves, no shield bonus.	Touch	1d4+1 rounds	None	Yes
Power Word, Blind	Blinds 200 hp worth of creatures.	Close	1d4 rounds	None	Yes
Trap the Soul	Imprisons subject within gem.	Close	Permanent	Will neg.	Yes

Level 9 Wizard Spells

Spell Name	Effect	Range	Duration	Save	SR
Astral Projection	Projects you and companions into Astral Plane.	Touch	See text	None	Yes
Etherealness	Travel to Ethereal Plane with companions, 1/3 levels	Touch	1 minute/level	None	Yes
Gate	Connects two planes for travel or summoning.	Medium	Instantaneous	None	No
Meteor Swarm	Meteor swarm is a very powerful and spectacular spell. When you	Long	Instantaneous	None or REFLEX 1/2	Yes

	cast it, four 2-foot-diameter spheres spring from your outstretched hand and streak in straight lines to the spots you select. The meteor spheres leave a fiery trail of sparks. If you aim a sphere at a specific creature, you may make a ranged touch attack to strike the target with the meteor. Any creature struck by one of these spheres takes 2d6 points of bludgeoning damage (no save) and receives no saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space. You may aim more than one meteor at the same target. Once a sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature in the area. If a creature is within the area of more than one sphere, it must save separately against each.				
Power Word, Kill	Kills one creature with 100 hp or less.	Close	Instantaneous	None	Yes
Soul Bind	Traps newly dead soul to prevent resurrection.	Close	Permanent	Will neg.	No

Divine Spells

Cleric Spells

Level 0 Cleric Spells (Orisons)

Spell Name	Effect	Range	Duration	Save	SR
Create Water	Creates 2 gallons/level of pure water.	Close	Instantaneous	None	No
Guidance	+1 on one roll, save, or check.	Touch	1 minute or until discharged	None	Yes
Light	Object shines like a torch.	Touch	10 minutes/level	None	No
Purify Food and Drink	Purifies 1 cu. ft./level of food or water.	10 ft.	Instantaneous	Will neg.	Yes
Resistance	Subject gains +1 on saving throws.	Touch	1 minute	Will neg.	Yes
Virtue	Subject gains 1 temporary hp.	Touch	1 minute	Yes	Yes

Level 1 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Bless	Allies gain +1 attack and +1 on saves against fear.	50 ft.	1 minute/level	None	Yes
Bless Water	Makes holy water.	Touch	Instantaneous	Will neg.	Yes
Cure Light Wounds	Cures 1d8+1/level damage (max+5)	Touch	Instantaneous	Will ½	Yes

Divine Favor	You gain attack, damage bonus, +1/3 levels.	Personal	1 minute	--	--
Entangle	Plants entangle everyone in 40-ft.-radius. DC 20 Strength check or Escape Artist check to break free.	Long	1 minute/level	Reflex	No
Inflict Light Wounds	You channel negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.	Touch	Instantaneous	Will ½	Yes
Magic Stone	Three stones gain +1 attack, deal 1d6+1 damage.	Touch	30 minutes or until discharged	Will neg.	Yes
Shield of Faith	Aura grants +2 or higher deflection bonus to AC, +1/6 levels.	Touch	1 minute/level	Will neg.	Yes

Level 2 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Aid	+1 attack, +1 on saves against fear, 1d8 temporary hit points.	Touch	1 minute/level	None	Yes
Cure Moderate Wounds	Cures 2d8 +1/level damage (max +10).	Touch	Instantaneous	Will 1/2	Yes
Darkness	20-ft. radius of supernatural shadow. All creatures in the area gain concealment (20% miss chance). Normal lights have no effect.	Touch	10 minutes/level	None	No
Delay Poison	Stops poison from harming subject for 1 hour/level.	Touch	1 hour/level	Fort. neg.	Yes
Gentle Repose	Preserves one corpse.	Touch	1 day/level	Will neg.	Yes
Remove Paralysis	Frees one or more creatures from paralysis, hold, or slow.	Close	Instantaneous	Will neg.	Yes
Resist Energy	Ignores 10 (or more) points of damage/attack from specified energy type; acid, cold, electricity, fire, or sonic. Energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level.	Touch	10 minutes/level	Fort. neg.	Yes

Level 3 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Bestow Curse	You place a curse on the subject. Choose one of the following three effects; -6 decrease to an ability score (minimum 1), -4 penalty on attack rolls,	Touch	Permanent	Will neg.	Yes

	and skill checks, or each turn, the target has a 50% chance to act normally; otherwise, it takes no action. You may also invent your own curse, but it should be no more powerful than those described above.				
Create Food and Water	Feeds three humans (or one horse)/level.	Close	24 hours	None	No
Cure Serious Wounds	Cures 3d8 +1/level damage (max +15).	Touch	Instantaneous	Will 1/2	Yes
Daylight	60-ft. radius of bright light.	Touch	10 minutes/level	None	No
Prayer	Allies gain +1 on rolls, and enemies suffer -1.	30 ft.	1 round/level	None	Yes
Remove Disease	Cures all diseases affecting subject.	Touch	Instantaneous	Fort. neg.	Yes
Searing Light	Ray deals 1d8/two levels, 1d6/level against undead.	Medium	Instantaneous	None	Yes
Speak with Dead	Corpse answers one question/two levels.	10 ft.	1 minute/level	Will neg.	No

Level 4 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Cure Critical Wounds	Cures 4d8 +1/level damage (max +20).	Close	Instantaneous	Will 1/2	Yes
Discern Lies	Reveals deliberate falsehoods.	Close	Concentration, up to 1 round/level	Will neg.	No
Freedom of Movement	Subject moves normally despite impediments.	Personal or touch	10 minutes/level	None	Y/N
Neutralize Poison	Detoxifies venom in or on subject.	Touch	Instantaneous	Will neg.	Yes
Restoration	Restores level and ability score drains.	Touch	Instantaneous	Will neg.	Yes
Tongues	Speak any language.	Touch	10 minutes/level	None	No

Level 5 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Atonement	Removes burden of misdeeds from subject.	Touch	Instantaneous	None	Yes
Commune	Deity answers one yes-or-no question/level.	Personal	1 round/level	--	--
Cure Light Wounds, Mass	Cures 1d8 damage +1/level for 1 creature/level within 30 ft.	Close	Instantaneous	Will ½	Yes
Flame Strike	Smites foes with divine fire (1d6/level).	Medium	Instantaneous	Reflex ½	Yes
Raise Dead	Restores life to subject who died up to 1 day/level ago.	Touch	Instantaneous	None	Yes
True Seeing	See all things as they really are.	Touch	1 minute/level	Will neg.	Yes

Level 6 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Banishment	Banishes 2HD/level extraplanar creatures.	Close	Instantaneous	Will neg.	Yes
Blade Barrier	Wall of whirling blades up to 20 ft. long/ level. Any creature passing through the wall takes damage 1d6/level.	Medium	1 minute/level	Reflex ½	Yes
Cure Moderate Wounds. Mass	Cures 2d8 damage +1/level for 1 creature/level within 30 ft.	Close	Instantaneous	Will ½	Yes
Harm	Subject loses all but 1d4 hp.	Touch	Instantaneous	None	Yes
Heal	Cures all damage, diseases, and mental conditions.	Touch	Instantaneous	None	Yes
Heroes' Feast	Food for one creature/level cures and blesses.	Close	1 hour + 12 hours	None	Yes
Geas/Quest	Commands any creature, binding it to a specific task.	Close	1 day/level or until discharged	None	Yes

Level 7 Cleric Spells

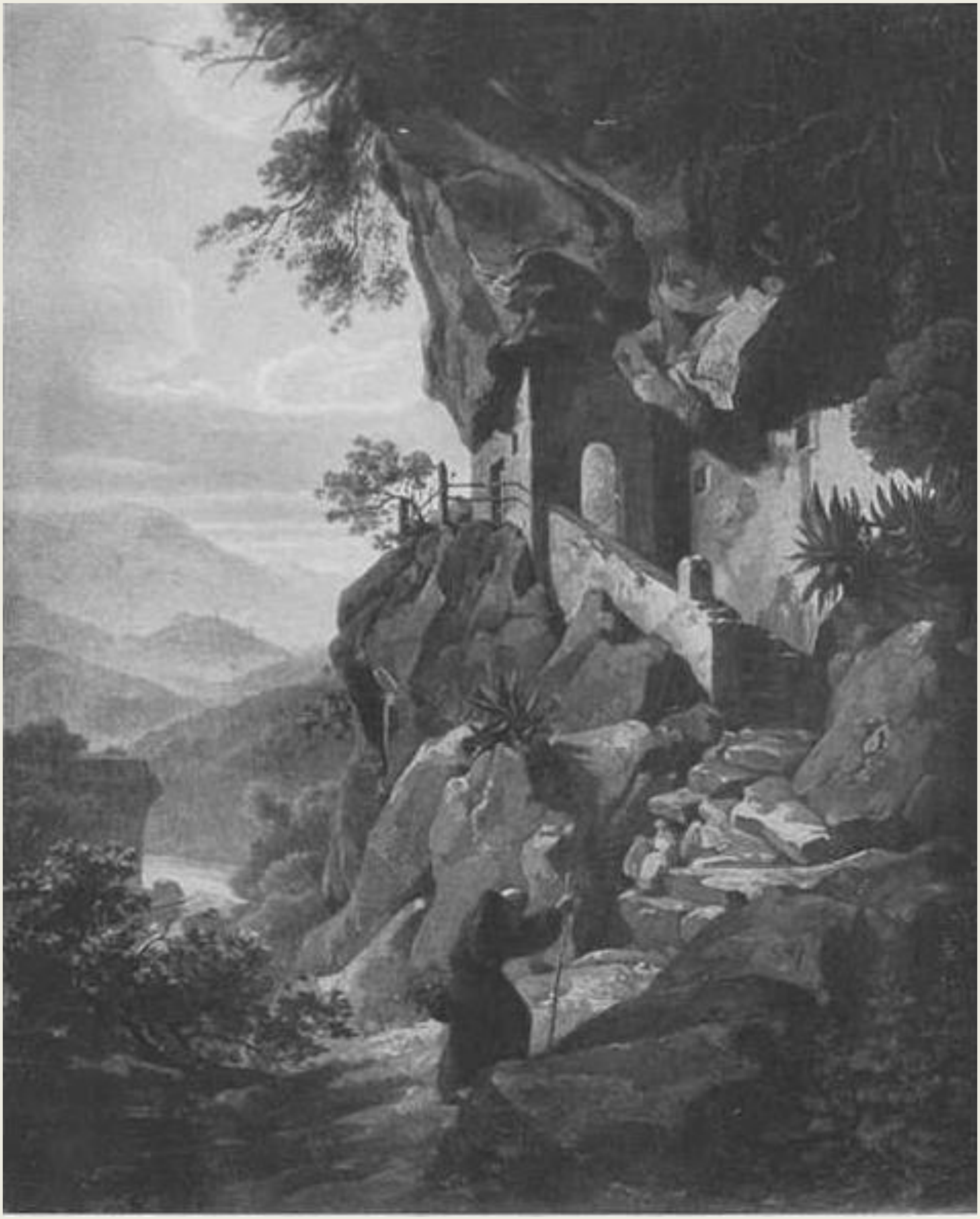
Spell Name	Effect	Range	Duration	Save	SR
Cure Moderate Wounds, Mass	Cures 3d8 damage +1/level for 1 creature/level within 30 ft.	Close	Instantaneous	Will ½	Yes
Destruction	Kills subject and destroys remains or 10d6 damage.	Close	Instantaneous	Fort. par.	Yes
Ethereal Jaunt	You become ethereal for 1 round/level.	Personal	1 round/level	--	--
Regenerate	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).	Touch	Instantaneous	Fort. neg.	Yes
Restoration, Greater	As restoration, plus restores all levels and ability scores	Touch	Instantaneous	Will neg.	Yes
Resurrection	Fully restore dead subject.	Touch	Instantaneous	None	Yes

Level 8 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Antimagic Field	Negates magic within 10 ft.	10 ft.	10 minutes/level	None	Yes
Cure Moderate Wounds, Mass	Cures 4d8 damage +1/level for 1 creature/level within 30 ft.	Close	Instantaneous	Will ½	Yes
Dimensional Lock	Teleportation and interplanar travel blocked for one day/level, 20 ft. radius.	Medium	1 day/level	None	Yes
Discern Location	Exact location of creature or object.	Unlimited	Instantaneous	None	No
Fire Storm	Deals 1d6 fire damage/level.	Medium	Instantaneous	Reflex ½	Yes
Holy Aura	+4 AC, +4 resistance, and SR 25 against evil spells.	20 ft.	1 round/level	--	Yes

Level 9 Cleric Spells

Spell Name	Effect	Range	Duration	Save	SR
Astral Projection	Projects you and companions into Astral Plane.	Touch	Indefinitely	None	Yes
Etherealness	Travel to Ethereal Plane with companions, 1/3 levels	Touch	1 minute/level	None	Yes
Gate	Connects two planes for travel or summoning.	Medium	Instantaneous	None	No
Heal, Mass	It immediately ends: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hp/level max 250 hp within 30 ft.	Close	Instantaneous	--	--
Implosion	Kills one creature/round, max 4 rounds.	Close	Concentration	Fort. neg.	Yes
Soul Bind	Traps newly dead soul to prevent resurrection.	Close	Permanent	Will neg.	No



Conditions Summary Table

Below is a list of Conditions which a character may be subjected to while out adventuring.

Condition	Summary of Effects
Ability Damaged	Temporarily loss of 1 or more ability score points.
Ability Drained	Permanently loss of 1 or more ability score points.
Blinded	-2 AC, no DEX bonus to AC (if any), Move 1/2, -4 to STR/DEX Skill checks. All checks and activities that rely on vision automatically fail. All opponents are 50% miss chance to the blinded character.
Blown Away	Prone, blown 1d4x10’ rnd, D1d4/10’
Confused	1-2, attack caster 3-4, act normally; 5-10, babble incoherently; 11-14, flee; 16-20, attack nearest creature.
Cowering	No Move, -2 AC, no DEX bonus AC
Dazed	No Move.
Dazzled	-1 attack, search/spot checks
Dead	The character’s hit points and STR are reduced to 0.
Deafened	-4 INI, automatically fail skill checks where hearing is involved.
Disabled	0 HP, or –STR score but HP’s. Action beyond a ½ move results in Stable condition.
Dying	Losing 1 point STR/round until healed or dead.
Energy Drained	Character loses 1 or more levels, along with the HP’s, attack bonus, etc. gained with the level.
Entangled	½ move, -2 attacks, casting requires DC15 + spells level check or spell lost.
Exhausted	½ move, -6 STR and DEX
Fascinated	No actions, condition broken if attacked.
Fatigued	No run or charge, -2 STR and DEX.
Frightened	Flees, -2 all rolls.
Grappling	-DEX to AC against non-grappling opponents.
Helpless	Unable to move, at opponent’s mercy, death blow possible.
Invisible	+2 attacks and no DEX AC bonus for target.
Knocked Down	Prone
Nauseated	Move action only.
Panicked	Drop items in hand, flee, -2 all rolls.
Paralyzed/Petrified	Helpless
Pinned	Held immobile (but not helpless)in a grapple suffering a -4 penalty to AC.
Prone	-4 attacks, +4 AC ranged, -4 AC melee.
Shaken	-2 all rolls
Sickened	-2 all rolls
Stable	No longer losing HP’s or STR, unconscious.
Stunned	Drops items in hand, -2 AC, no DEX bonus AC.
Turned	Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.
Unconscious	Helpless.

Appendix A

Titles and Names by Class

Fighter Characters	Wizard/Cleric Characters	Rogue Characters
Adventurer	Abbot	Argonaut
Barbarian	Acolyte	Assassin
Brigand	Admiral	Bandit
Buccaneer	Archmage	Bard
Cavalier	Chronicler	Blackguard
Cavalrymen	Cleric	Corsair
Crusader	Conjurer	Cutthroat
Explorer	Crone	Guide
Footman	Curate	Hermit/Hermitess
Gladiator	Druid	Initiate
Guard	Enchanter/Enchantress	Journeyman
Holy Warrior	Friar	Knave
Knight	Hag	Longbowman
Man/Woman-at-Arms	Hedge Wizard	Minstrel
Mercenary	Heretic	Monk
Militiaman	Illusionist	Ninja
Nomad	Mage	Outlaw
Paladin	Martyr	Pathfinder
Patron	Missionary	Pirate
Privateer	Necromancer	Ranger/Rangeress
Raider	Pilgrim	Robber
Rebel	Priest/Priestess	Rogue
Renegade	Seer	Scout
Ronin	Shaman	Smuggler
Sailor	Sorcerer	Spy
Samurai	Spellbinder	Swashbuckler
Seaman	Thaumaturge	Thief
Soldier	Theurgist	Traveler
Squire	Warlock	Troubadour
Warmonger	Witch	Wayfarer

In *DUNGEONFINDER* some players may find having the same Class as other characters doesn't really give them a feeling of having a "special" character. Ask your GM about using the "Titles and Names" to add a little something to your character. You and the GM may decide having a title or name grants the character a special Skill or other ability too!

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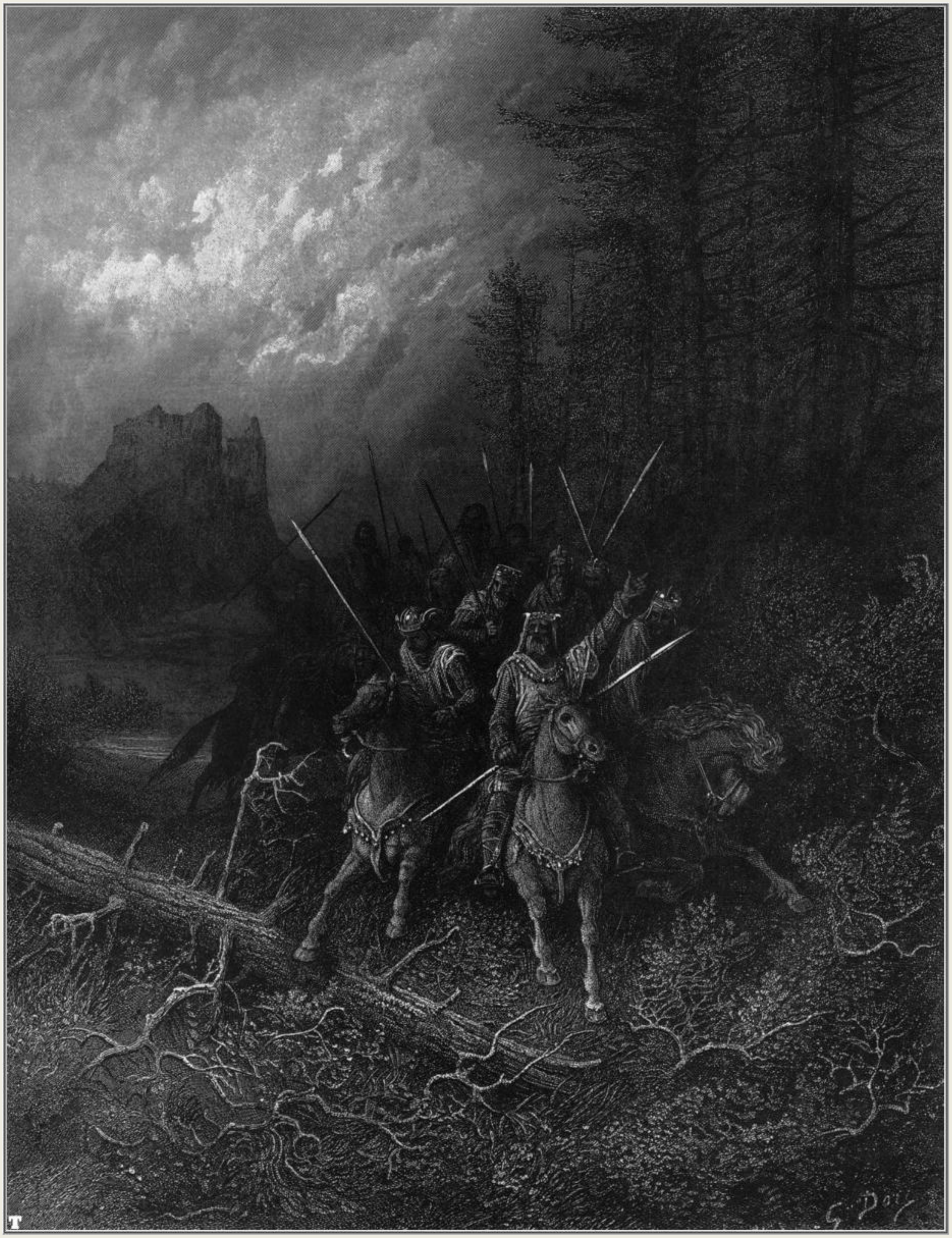
G. Doré

DUNGEONFINDER

Game Master's Guide

A Game Master's Guide to the *DUNGEONFINDER* role-playing game, a streamlined version of the Primary Fantasy SRD rules, for use by itself or in combination with other Primary Fantasy SRD compatible games.

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Revised by Chad E. Rose

Illustrations by; Gustave Dore, Dorothy Hardy, Dunker Tell, Viktor Vasnetsov, Joseph Wright

Additional help; Darth Cestual's magic items table.

Special thanks to;

Robin V. Stacey for creating Microlite20.

Darrell King and Al Krombach for the Purest Essence rules.

The Microlite20 community for all their enthusiasm and ideas.

Seth Drebitko for keeping the legacy alive.

"The goal was to create a simpler game but one where all the resources of the Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion."

- The authors of Microlite20 Purest Essence.

On October 14th 2006 Greywulf (Robin V. Stacey) replied to a thread on the ENWorld forums and placed a link to his simplified version of the World's Most Popular Role-Playing Game. Two days later he started his own thread on those very forums, "Microlite20: The Smallest Thing in Gaming." This thread spanned 82 pages and 1,217 posts over a year and four months before it was closed and restarted due to the extreme length of the thread.

You could say Microlite20 met with some success.

On March 12th 2010 it was announced that Microlite20 was sold to Seth Drebitko and…

…the adventure's just begun.

What is the DUNGEONFINDER role-playing game?

To those new to role-playing games DUNGEONFINDER is a fantasy game where one person, called the Game Master, creates an adventure, controlling the people and monsters in it, while the other people play heroes they create who will explore the cities and castles and ruins in the adventure.

To the people with more experience with RPG's, DUNGEONFINDER is the Primary Fantasy SRD streamlined into a slimmer package and then having the Microlite20 rules dropped in on top to trim things down even further. A fast-paced game that may be easily used with adventures made for the *World's Most Popular Role-Playing Game* or the *World's Second Most Popular Role-Playing Game* based on the 3.5 edition rules.

Or, just use the DUNGEONFINDER Player's Guide, DUNGEONFINDER Game Master's Guide and DUNGEONFINDER Book of Monsters to create your own adventures. Everything you need is there, character creation and advancement, equipment, spells, monsters, treasure and magic-items, and a random adventure creator to help you along or for solo play.

So what changes have been made to create a slimmer, trimmer, even more streamlined game? Well, the major changes are; the inclusion of only the four major classes, the elimination of feats, a streamlined skill system, a reduction to the spell lists, efficient monster listings, and a treasure and magic-item section that instead of being 100 pages long has been nicely reduced to just 5 pages!

Read on, create your adventure and prepare for epic fantasy!

"Written rules by themselves cannot make for great adventure. The game master must envision a fantastic world and the players breathe life into it and only then will everyone be lost in epic fantasy."

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The Basics

The Core Mechanic

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals (for a skill check) or exceeds (for an attack) the target number, your character succeeds. If the result is lower than the target number, you fail.

Dice – Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d% - Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Modifiers – A modifier is any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty.

Game Master's Guide

The Game Master's Guide will expand somewhat on the Player's Guide covering a few areas in more detail. It will also provide you with Combat rules, Monsters, Adventuring information and more so you can run your own games and create your own adventures and campaigns.

For Treasure it is recommended that you use the Treasure and Magic Items sections from the SRD.

Character Races

At some point in your gaming it's likely a player is going to ask about playing a character race not included in the Player's Guide. The final decision is up to you as Game Master but try to accommodate your player's wishes.

For any new race and its race bonus a good rule of thumb is +2 to any Statistic (Stat) or +2 to any two Skills. A new race could also have a +1 to one Stat and +2 to any one Skill. If the new race has a predominant feature that you feel should add a +4 to a Stat then do so but penalize another Stat -2.

Character Skills

Players will use their character's Skills to perform a multitude of actions. Most will probably be your usual jump, pick a lock, or to bash open a door Skill check. Every once in a while though a player may want to try something unusual. Don't let this alarm you, simply decide on how hard it would be to accomplish the task and pick what you think are the most applicable Statistic and Skill to perform the Skill check.

Below are a couple of tables that will help you to figure out the Difficulty Class of an action and the Statistics and Skills involved in performing that action.

Difficulty Class Table 1

Difficulty Classes with likely-hood of success.

DC	Difficulty	Example
10	Average	50/50 chance of succeeding on first attempt.
15	Tough	Could succeed at after several attempts.
20	Challenge	Could only succeed with a high roll.
25	Formidable	Could succeed only with high Ability mod., Skill ranks and roll.
30	Heroic	High level characters maybe.
40	Nearly Impossible	Highest level characters.

Difficulty Class Table 2

Difficulty Classes with Skill check examples and the associated statistic and skill.

Difficulty (DC)	Example (Skill & Stat Used)
Very easy (0)	Track ten trolls through the snow. (Know+Mind)
Easy (5)	Hear Kobolds talking around the next corner. (Subterfuge+Mind)
Average (10)	Learn local rumors. (Communication+Mind)
Tough (15)	Leap over a 10' chasm. (Physical+STR)
Challenge (20)	Open a simple lock. (Subterfuge+DEX)
Formidable (25)	Bash open a locked, strong wooden door. (Physical+STR)
Heroic (30)	Discover a well-hidden secret door. (Subterfuge+Mind)
Nearly impossible (40)	Track a lone orc across hard ground after 24 hours of rainfall. (Know+Mind)

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Example Opposed Checks

Task	Stat & Skill	Opposing Stat & Skill
Con someone	COM+Mind	COM+Mind
Pretend to be someone else	SUB+Mind	SUB+Mind
Create a false map	SUB+Mind	SUB+Mind
Hide from someone	SUB+DEX	SUB+Mind
Intimidate someone	COM+PHY SUB+Mind	COM+Mind SUB+Mind
Sneak up on someone	SUB+DEX	SUB+Mind
Steal a coin pouch	SUB+DEX	SUB+Mind
Tie a prisoner securely	-	SUB+DEX

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

Give the skill user a +2 bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character or possessing unusually accurate information.

Give the skill user a -2 penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.

Reduce the DC by -2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.

Increase the DC by +2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

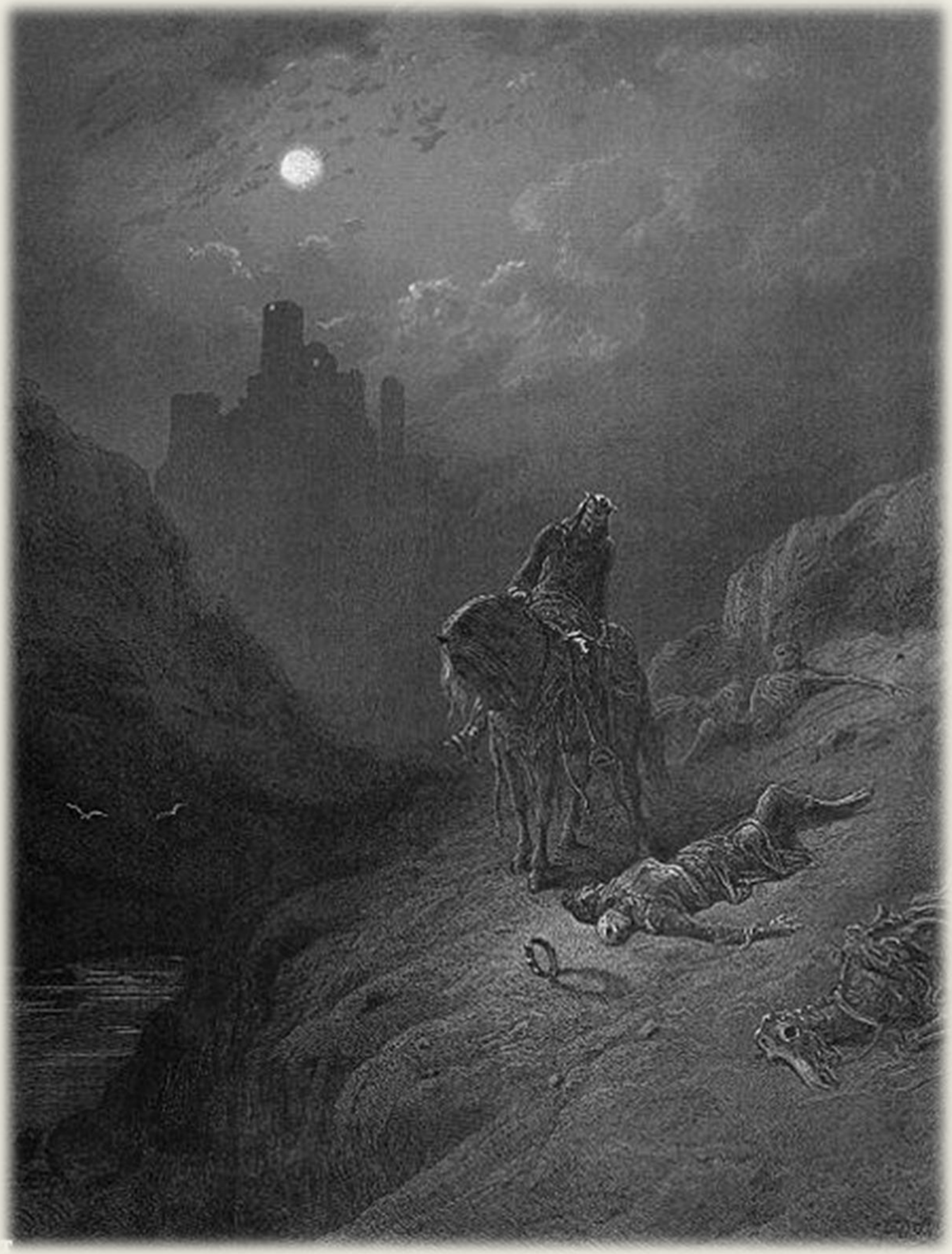
Conditions that affect a character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success but they represent different circumstances, and sometimes that difference is important.

Characters Will Try Anything!

So let them try anything! Just take the most likely Statistic and Skill and figure out a DC for the action.

For example: The player of Bagaduce the Halfling Battlerager explains that they want Bagaduce to leap from the taverns balcony to the candleholder suspended from the ceiling in the middle of the room. Then, swing on it towards the board where Forn Lask is having a drink so Bagaduce can plant the underside of his little boot into Forn Lask's chin…whew.

Okay, so we need Ability and a Skill for the skill check to jump from the balcony, catch hold of the hanging candleholder, and swing towards Forn Lask. Our Abilities are STR, DEX, and MIND, sounds like a Dexterity action to me. Our Skills are Physical, Subterfuge, Knowledge, and Communication, and here Physical looks best.



Now for a Difficulty Class (DC). Looking over Difficulty Class Table 1 we see that a DC 15 is a "Tough" DC that an average joe "Could succeed at after several attempts." I like it so we'll use it.

So Bagaduce has leaped out into the air, caught the candleholder, and is swinging towards the devious Forn Lask. What about Bagaduce's boot and Forn Lask's chin? Bagaduce's player just wants the Halfling to knock Forn Lask down to his Halfling size so we will have Bagaduce make a "Trip" attack roll to hit Forn Lask. We're using the Trip attack because Bagaduce isn't trying to damage Forn Lask but wants to knock him over. If Bagaduce is successful on his attack we will give him +2 on his STR+PHY Skill check to trip Forn Lask since the little guy is carrying a lot of momentum by swinging on the candleholder, a favorable condition. If he's successful then down goes Forn Lask. If he's not successful, well, let's hope Bags hangs onto that candleholder because he won't want to find himself prone at Forn Lask's feet!

The following table gives some ranges for Difficulty Classes by character level and general difficulty; Easy, Moderate and Hard. You can use these guidelines when trying to gauge how difficult a Skill check should be.

Difficulty Class Values by Character Level

Level	Easy	Moderate	Hard
1-3	3-5	9-11	13-15
4-6	6-8	12-14	16-18
7-9	9-11	15-17	19-21
10-12	12-14	18-20	22-24
13-15	15-17	21-23	25-27
16-18	18-20	24-26	28-30
19-21	21-23	27-29	31-33

Some skill checks will become more difficult as character progress, however, some will not. Bagaduce's swing on the candleholder should always use the level 1-3 row as it will not get more difficult to do as he gains levels but easier. The 1-3 row is considered your average person.

Big List of Difficulty Classes (DC's)

DC	Action
5	Climb a knotted rope
6	Guide a party through some hills, map
8	Guide a party though some mountains, map
8	Spot quicksand before stepping in it
10	Guide a party through some hills, no map
10	Hear an approaching guard
10	Hold onto a branch/rope that is pulling you
10	Gather information, common, known by at least a substantial minority of the local population.
10	Leap across a 10-foot chasm
10+	Identify a monster's abilities and weaknesses (10+ monster's CR)
10	Take action with vigorous motion (moving mount, bouncy wagon ride, etc.)
10	Handle an animal
12	Appraise common or well-known items
12	Guide a party through mountains, no map
12	Move in correct direction with poor visibility
13	Bash open a stuck simple wooden door
15	Appraise rare or exotic item
15	Bash open a locked weak wooden door
15	Climb a chasm/cliff/tree
15+	Identify underground hazard (15+ hazard's CR)
15	Climb a cliff
15	First aid
15	Jump across a 15 ft. crevice
15	Diplomatically ask a crowd of people to move
15+	Identify auras while using detect magic (15+spell level)
15	Guide a party through a forest, no map
15	Hear people whispering
15	Identify spell being cast (+1 per spell level)
15	Pull a person out of quicksand
15+	Rear a wild animal (15+HD of animal)
15	Rig a wagon wheel to fall off
15	Send a simple message using body language
15	Swim in rough water
15	Take action with violent motion (galloping horse, rough wagon ride, tossing ship)
17	Break into a small chest
18	Bash open an good locked wooden door
18	Bash open an good stuck wooden door
19	Hear a cat stalking
20	Appraise rare and exotic item
20+	Decipher a scroll (+spell level)
20	Decipher simple message
20	Find a stashed or hidden item or treasure
20	Find secret door (+1 per dungeon level)
20	Gather information, uncommon but available, known by only a few people legends.
20	Intimidate a crowd of people to move
20	Leap across a 20-foot chasm
20	Move along the peak of a roof
20	Open a simple lock
20+	Decipher a scroll (20+spell level)
20	Send a complex message using body language
20	Steal a small object from a person
20	Swim in stormy water
20	Teach an animal a trick/train an animal for purpose
20+	Identify a spell effect that is in place (20+spell level)
20	Know location of nearest community or place of note
20	Recognize an obscure deity's symbol or clergy
20	Use a wand
21	Climb an upper-story wall/uneven surface
23	Break a rope/rope bonds
23	Break into a treasure chest
23	Break strong wooden door
24	Bend iron bars
25	Bash open a strong locked wooden door
25	Bash open a strong stuck wooden door
25	Climb a lower-story wall/rough surface
25	Decipher standard text
25	Hear the sound of a bow being drawn
25	Identify a potion
25	Gather information, obscure, known by few, hard to come by.
25	Open an average lock
25	"Push" an animal
25	Sense a burrowing creature beneath you
25	Train a Giant Owl as a mount
25	Use/activate magic item blindly
26	Break a chain/chain bonds
28	Bash open a locked/stuck iron door
28	Bash open a locked/stuck stone door
30	Climb a smooth wall
30	Decipher intricate, exotic or old writing
30	Hear an owl gliding in for the kill
30	Gather information, extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.
30	Leap across a 30-foot chasm
30	Open a good lock
35	Break a masonry wall (1ft. thick)
40	Open an amazing lock
40	Track a squad of orcs across hard ground after 24 hours of rainfall
50	Break hewn stone (3ft. thick)

Fantasy SRD Skills and their Microlite20 Equivalents

Here are the skills from the d20 SRD and their Microlite20 equivalents. In Microlite20 the four Statistics (Stats) are Strength (STR), Dexterity (DEX), Mind and Charisma (CHA). The four skills are Physical (PHY), Subterfuge (SUB), Knowledge (KNOW), and Communication (COM), so...

Fantasy SRD Skill	Microlite20
Appraise	Mind+COM
Balance	DEX+PHY
Bluff	Mind+SUB
Climb	DEX/STR+PHY
Concentration	Mind+PHY
Craft	DEX+KNOW
Decipher Script	Mind+KNOW/COM
Diplomacy	Mind+COM
Disable Device	DEX+SUB
Disguise	Mind+SUB
Escape Artist	DEX/STR+SUB/PHY depending on bonds
Forgery	Mind+SUB
Gather Information	Mind+COM
Handle Animal	Mind+COM or STR+COM if the animal is larger than you
Heal	Mind+KNOW
Hide	DEX+SUB
Intimidate	Could be STR+PHY, or Mind+SUB or STR+COM
Jump	STR+PHY (long jump) or DEX+PHY (high jump)
Knowledge	Mind+KNOW
Listen	Mind+SUB
Move Silently	DEX+SUB
Open Lock	DEX+SUB
Perform	Mind/STR/DEX+COM depending on action
Profession	Mind+COM, most of the time
Ride	DEX+COM
Search	Mind+SUB
Sense Motive	Mind+COM/SUB
Sleight of Hand	DEX+SUB
Speak Language	Mind+COM to communicate to a small degree
Spellcraft	Mind only.
Spot	Mind+SUB
Survival	STR+PHY
Swim	STR+PHY
Tumble	DEX+PHY
Use Magic Device	Mind+Level
Use Rope	DEX+PHY

Combat

As the Game Master, your creatures will operate much the same as a player's character does regarding attacking, defending, using magic, etc. You will determine what actions the creatures will take against the party of characters.

There are three additional aspects to combat covered here in the Game Master's Guide, Surprise, Line of Sight and Cover/Concealment.

Surprise

When a combat starts, if characters are not aware of their opponents and their opponents are aware of them, they are surprised.

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness, for surprise, may call for listen Skill checks, spot Skill checks, or other checks.

If some but not all of the combatants are aware of their opponents, a surprise round happens before any regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an action during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Line of Sight, Cover and Concealment

To determine if a character has line of sight, and therefore can make an attack on an opponent, imagine a line from the middle of the character's square to the middle of the target's square. If the line is blocked by a non-movable terrain feature, such as a wall, tree, etc., then the character does not have line of sight and cannot attack that target. Line of sight may run along the edge of a square or squares or come in contact with the corner, or tip, of a square and still allow line of sight.

To determine whether a target has cover (Armor Class +4) from an attack, check line of sight for contact with any objects, characters or creatures. If line of sight runs along the edge of a square, or squares, or comes in contact with the corner, or tip, of a square than the target has cover. If the line passes through a square occupied by another creature then the target has cover. Lastly, a feature such as a table, chairs, etc., may provide cover if line of sight passes through a square with features. Use your best judgment to decide if any features would actually grant cover.

If line of sight passes though an area that obscures vision then a target has "Total Concealment". If line of sight passes through an area that hinders vision then the target has "Partial Concealment".

Note: When making a melee attack against an adjacent target, your target has cover if the line from your square to the target's square goes along a square or squares, or passes the corner, or tip, of a square. Cover in melee combat usually only happens when an attacker is using a weapon with reach, such as a longspear.

Cover and Concealment

Condition	Type	Example	Penalty
Cover	Soft	barrel	-4*
Cover	Hard	wall	-8*
Concealment	Partial	smoke	20%**
Concealment	Total	thick fog	50%**
* Penalty to attacker's attack roll.			
** Miss chance rolled by defender after successful attack.			

Adventures

Encounter Levels (EL's) as Experience

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. i.e.: 1 kobold = EL1, 2 kobolds = EL2, 4 kobolds = EL3, etc.

Add up the Encounter Levels (EL's) of every encounter the party takes part in. When the total = 10 x the character's current level, they've advanced to the next level. Reset the total to 0 after advancing.

If you have a group of monsters with varying Hit Dice then add up all the Hit Dice of the monsters in the group and then divide by the number of monsters and apply this figure to the EL formula.

Encounters

When you're putting together an adventure for your player's characters the main thing to take into consideration is the party's level. After all, you don't want a bunch of level 1 newbies running through your "Demons of Death" adventure for characters of levels 12-14.

So how do you balance an encounter for a party? It's pretty simple really. Use the EL formula above for your player's characters except replace Hit Dice (HD) with the character's levels. Four level 4 party members would be an EL 6 party. 1 character = EL 4, 2 characters = EL 5, 4 characters = EL 6. This is the Party Encounter Level or PEL.

Throughout your adventure scatter a few easy encounters, where the monster's Encounter Level (EL) is a quarter of the Party Encounter Level (PEL), a couple of equal encounters where the Party Encounter Level (PEL) is the same as the creatures Encounter Level (EL), and a big finale where the creatures Encounter Level is +3, +4, or +5 over the Party Encounter Level (PEL).

Don't stress too much over making the numbers come out perfect. Just use the Party Encounter Level (PEL), creature's Encounter Level (EL) and Challenge Rating (CR) to get as close as you can.

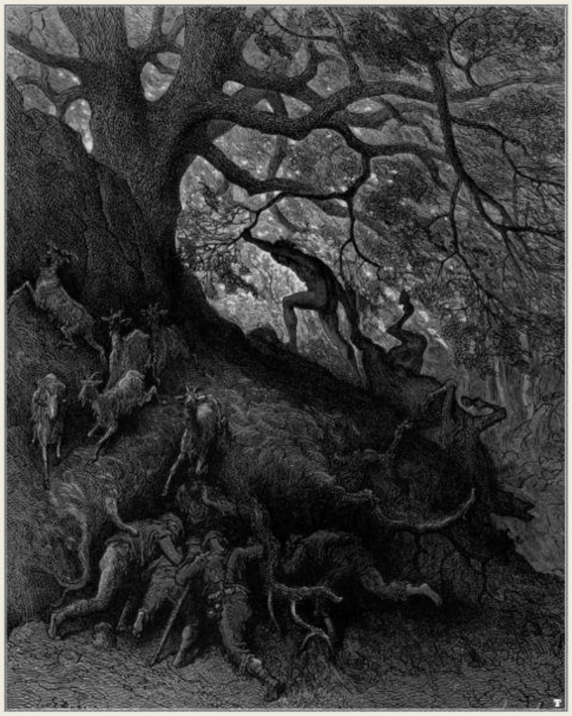
One last thing, what to do with a party of characters of different levels?

If you have a group of characters with varying Levels then add up all the Levels of the characters in the group and then divide by the number of characters and apply this figure to the EL formula.

Encounter Levels (EL's)

While the most common way for characters to gain EL's, of course, is through defeating enemies. Characters also gain EL's for any traps disabled by the party's Rogue. But, what other ways could characters gain EL's?

Well, how about through Skill checks? Now, characters shouldn't get EL's simply because they decided to climb every moderately challenging wall in sight. You may decide that Skill checks of a certain DC or higher will award the character or party EL's for the Skill checks uncommon difficulty.



For example; you might decide to award one EL to the party of level 1 adventurers for every DC 17 or higher Skill check that they are successful at, such as hiding from the giant who is dragging his dinner, their horse, home to his cave.

Another approach is to set certain Skill checks in your adventure that award EL's while others do not award EL's. The Skill checks with an EL award should be something special that the characters accomplish or is relevant to the adventure and its story.

For example; your player's characters have discovered that a town local may have some information as to the whereabouts of several missing villagers. You have secretly set a DC 18 to any Skill check involving the characters getting the information out of the town local. The characters can try as many different approaches as they like, intimidation, bribery, etc. but each time they fail the DC goes up +1. If they succeed you might award them all 1 EL or more depending on their character level.

The following table gives some ranges for Difficulty Classes by character level and general difficulty; Easy, Moderate and Hard. You can use these guidelines when trying to gauge how difficult a Skill check should be.

Difficulty Class Values by Character Level

Level	Easy	Moderate	Hard
1-3	3-5	9-11	13-15
4-6	6-8	12-14	16-18
7-9	9-11	15-17	19-21
10-12	12-14	18-20	22-24
13-15	15-17	21-23	25-27
16-18	18-20	24-26	28-30
19-21	21-23	27-29	31-33

A good award for a special Skill check should be 1 x Character Level. So a level 3 character or party, successfully completing a special Skill check would be awarded 3 EL's each.

Movement

Characters will eventually leave the comfort of their hometown and surrounding area for distant lands across the realms using various means of travel. Below are tables for movement by time and means.

Movement and Distance Tables

Personal

Movement in One Round

Speed	3	4	6	8
One Round (Tactical)*	15 ft.	20 ft.	30 ft.	40 ft.
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (Heavy Armor)	45 ft.	60 ft.	90 ft.	120 ft.
Run (Light or Med. Armor)	60 ft.	80 ft.	120 ft.	160 ft.

Movement in One Minute

Speed	3	4	6	8
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (Heavy Armor)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (Light or Med. Armor)	600 ft.	800 ft.	1,200 ft.	1,600 ft.

Movement in One Hour

Speed	3	4	6	8
Walk	1½ m.	2 m.	3 m.	4 m.
Hustle	3 m.	4 m.	6 m.	8 m.
Run	—	—	—	—

Movement in One Day

Speed	3	4	6	8
Walk	12 m.	16 m.	24 m.	32 m.
Hustle	—	—	—	—
Run	—	—	—	—

Mounts

Mounts Movement

Mounts	Per Hour	Per Day
Light Horse or Warhorse	6	48
Heavy Horse or Warhorse	5	40
Pony or Warpony	4	32
Donkey or Mule	3	24
Dog, Riding	4	32

Mount Movement with Barding

	Base Speed		
Barding	40’	50’	60’
Medium	30’	35’	40’
Heavy	30’*	35’*	40’*

*A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Vehicles

Vehicle Movement

Vehicles	Per Hour	Per Day
Cart or Wagon	2	16
Raft or Barge (poled or towed)	1/2	5
Keelboat (rowed)	1	10
Rowboat (rowed)	1 1/2	15
Sailing Ship (sailed)	2	48
Warship (sailed and rowed)	2 1/2	60
Longship (sailed and rowed)	3	72
Galley (rowed and sailed)	4	96

Rafts, barges, keelboats, and rowboats are used on lakes and rivers.

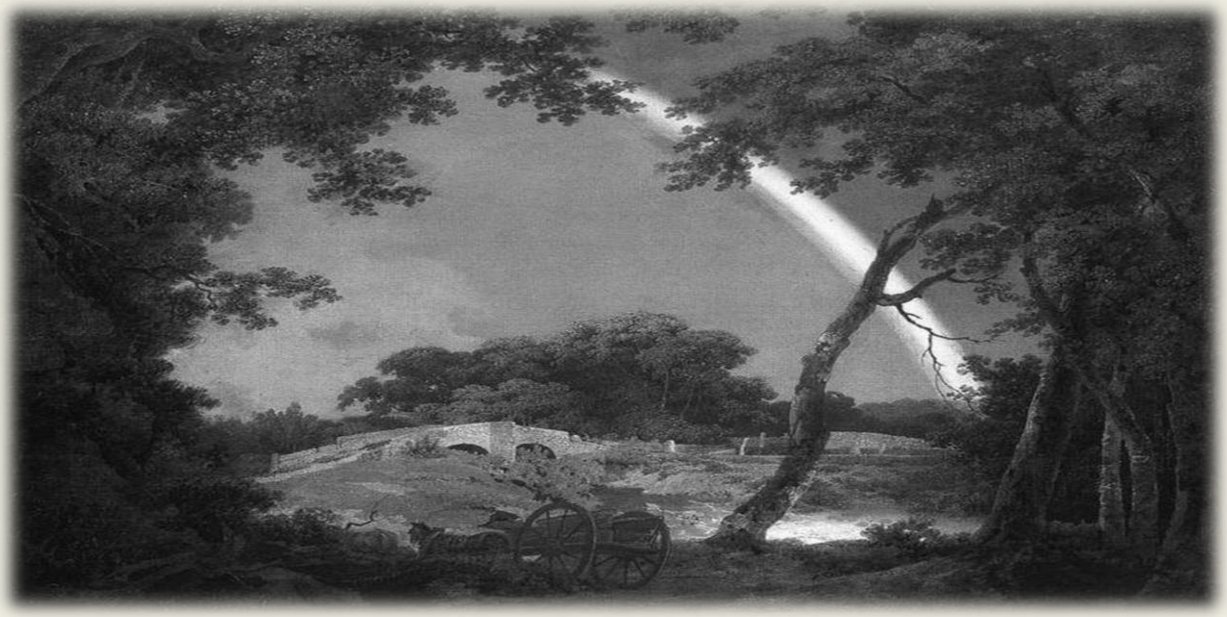
If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Terrain

The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see the Terrain and Overland Movement Table). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths. For terrain effects in combat see the Other Hazards section.

Terrain and Overland Movement Table

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	×1	×½	×½
Flatlands	×1	×1	×¾
Forest	×1	×1	×½
Hills	×1	×¾	×½
Jungle	×1	×¾	×¼
Moor	×1	×1	×¾
Mountains	×¾	×¾	×½
Swamp	×1	×¾	×½
Tundra, frozen	×1	×¾	×¾



Traps

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying *Encounter Levels* are summarized below.

The entries for traps include the following information; Trap, CR, Find, Disable, Save, Attack and Special.

Trap – Lists the trap.

CR – Lists the Challenge Rating of the trap similar to a Monsters Challenge Rating. Generally a party should face traps with a CR equal to half the Party Encounter Level (PEL) or less.

Find – Lists the DC for the KNOW+MIND check necessary to find the trap without triggering it.

Disable – Lists the DC for the SUB+DEX check necessary to disarm the trap safely.

Save – DC lists the PHY+DEX check DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible).

Attack – Shows the traps attack bonus or type of effect.

Special – Lists any other information needed for the trap.

Traps EL 1

Trap	CR	Find	Disable	Save	Attack	Special
Basic Arrow Trap	1	20	20	-	arrow +10 (1d6)	-
Camouflaged Pit Trap	1	24	20	20	-	10 ft deep (1d6)
Deeper Pit Trap	1	20	23	15	-	2 squares, 20 ft deep (2d6)
Fusillade of Darts	1	14	20	-	1d4 darts +10 (1d4+1)	-
Poison Dart Trap	1	20	18	-	dart +8 (1d4 & poison)	poison (DC 12, 0/1d4 PHY + 1d3 Mind)
Poison Needle Trap	1	22	20	-	needle +8 (1 & poison)	poison (DC 13, 1/1d2 PHY)
Portcullis Trap	1	20	20	-	portcullis +10 (3d6)	blocks passageway
Razor-Wire Across Hallway	1	22	15	-	wire +10 (2d6)	2 squares
Rolling Rock Trap	1	20	22	-	rock +10 (2d6)	2 squares
Scything Blade Trap	1	21	20	-	blade +8 (1d8)	-
Spear Trap	1	20	20	-	spear +12 (1d8)	200-ft max range

Swinging Block Trap	1	20	20	-	block +5 (4d6)	-
Wall Blade Trap	1	22	22	-	blade +10 (2d4)	-

Traps EL 2

Trap	CR	Find	Disable	Save	Attacks	Special
Box of Brown Mold	2	22	16	-	-	5-ft aura (3d6 cold nonlethal)
Bricks from Ceiling	2	20	20	-	bricks +12 (2d6)	2 squares
Burning Hands Trap	2	26	26	11	-	spell, Mage1 (1d4 fire, save 1/2)
Camouflaged Pit Trap	2	24	19	20	-	2 squares, 20 ft. deep (2d6)
Inflict Light Wounds Trap	2	26	26	-	-	spell, Clr1 (1d8+1, Mind+KNOW DC 11 1/2)
Javelin Trap	2	20	18	-	javelin +16 (1d6+4)	-
Large Net Trap	2	20	25	14	net +5 (grapple STR 18)	10x10 ft area
Pit Trap	2	20	20	20	-	40 ft deep (4d6)
Poison Needle Trap	2	22	17	-	needle +17 (1 & poison)	poison (STR+PHY DC 14 neg.), 1 point STR/unconscious)
Spiked Pit Trap	2	18	15	20	1d4 spikes +10 (1d4+2)	2 squares, 20 ft deep (2d6)
Tripping Chain	2	15	18	-	chain +15 (trip), spikes +15 (2d4+2)	+4 spikes atk if prone
Well-Camouflaged Pit Trap	2	27	20	20	-	10 ft deep (1d6)

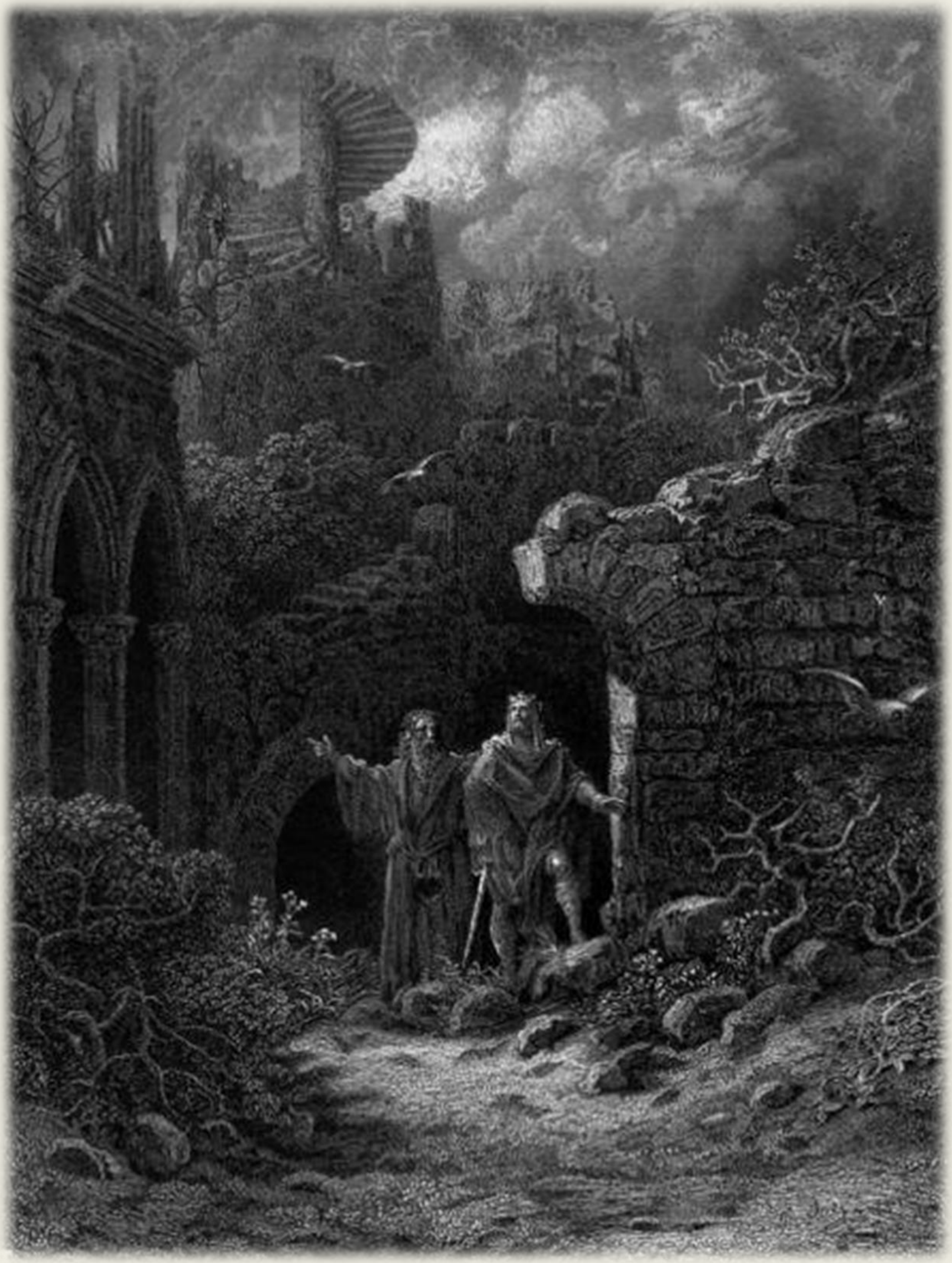
Traps EL 3

Trap	CR	Find	Disable	Save	Attacks	Special
Burning Hands Trap	3	26	26	11	-	spell, Mage5 (5d4 fire, save 1/2)
Camouflaged Pit Trap	3	24	18	20	-	2 squares, 30 ft deep (3d6)
Ceiling Pendulum	3	15	27	-	greataxe +15 (1d12+8)	-
Fire Trap	3	27	27	13	-	spell, Mage4 (1d4+3 fire, save 1/2)
Hail of Needles	3	22	22	-	needles +20 (2d4)	-
Acid Arrow	3	27	27	-	arrow +2 touch (2d4 acid for 2 rounds)	-
Pit Trap	3	20	20	20	-	60 ft deep (6d6)
Poisoned Arrow Trap	3	19	15	-	arrow +12 (1d8 & poison)	poison (STR+PHY DC 14 neg., 1d4/1d4 STR)

Spiked Pit Trap	3	21	20	20	1d4 spikes +10 (1d4+2)	2 squares, 20 ft deep (2d6)
Stone Blocks from Ceiling	3	25	20	-	blocks +10 (4d6)	-

Traps EL 4

Trap	CR	Find	Disable	Save	Attacks	Special
Bestow Curse Trap	4	28	28	-	-	spell, Clr 5 (DC 14 Mind+KNOW neg.)
Camouflaged Pit Trap	4	25	17	20	-	2 squares, 40 ft deep (4d6)
Collapsing Column	4	20	24	-	blocks +15 (6d6)	-
Lightning Bolt Trap	4	28	28	14	-	spell, Wiz 5 (5d6 electricity, save 1/2)
Pit Trap	4	20	20	20	-	80 ft deep (8d6)
Poisoned Dart Trap	4	21	22	-	dart +15 (1d4+4 & poison)	10x10 ft area, poison (STR+PHY DC 10 neg., 1d2 DEX/1d2 DEX)
Spiked Pit Trap	4	20	20	20	1d4 spikes +10 (1d4+5)	60 ft deep (6d6)
Wall Scythe Trap	4	21	18	-	scythe +20 (2d4+8)	-
Water-Filled Room Trap	4	17	23	-	-	10x10 ft room, 5 rounds delay
Wide-Mouth Spiked Pit Trap	4	18	25	20	1d4 spikes +10 (1d4+2)	2 squares, 20 ft deep (2d6)



Traps EL 5

Trap	CR	Find	Disable	Save	Attacks	Special
Camouflaged Pit Trap	5	25	17	20	-	2 squares, 50 ft deep (5d6)
Doorknob w/Contact Poison	5	25	19	-	-	poison (STR+PHY DC 13 neg., 0/3d6 STR)
Falling Block Trap	5	20	25	-	block +15 (6d6)	2 squares
Fire Trap	5	29	29	16	-	spell, Mage 7 (1d4+7 fire, save 1/2)
Fireball Trap	5	28	28	14	-	spell, Mage 8 (8d6 fire, save 1/2)
Flooding Room Trap	5	20	25	-	-	room floods in 4 rounds
Fusillade of Darts	5	25	18	-	1d8 darts +18 (1d4+1)	10x10 ft area
Moving Executioner Statue	5	25	18	-	greataxe +16 (1d12+8)	2 targets
Pit Trap	5	20	20	20	-	100 ft deep (10d6)
Poison Wall Spikes	5	17	21	-	spike +16 (1d8+4 & poison)	2 squares, poison (STR+PHY DC 12 neg., 1d4/1d4 STR)
Spiked Pit Trap	5	21	20	25	1d4 spikes +10 (1d4+4)	2 squares, 40 ft deep (4d6)
Spiked Pit Trap (80 ft)	5	20	20	20	1d4 spikes (1d4+5)	80 ft deep (8d6)
Ungol Dust Vapor Trap	5	20	16	-	-	10x10 ft room, 2 rnd delay, poison (DC 15, 1/1d6+1 CHA)

Traps EL 6

Trap	CR	Find	Disable	Save	Attacks	Special
Built-to-Collapse Wall	6	14	16	-	blocks +20 (8d6)	10x10 ft area
Compacting Room	6	20	22	-	-	10x10 ft room, 4 rounds delay, crush (12d6)
Flame Strike Trap	6	30	30	17	-	spell, Clr9 (9d6 fire, save 1/2)
Fusillade of Spears	6	26	20	-	1d6 spears +21 (1d8)	10x10 ft area
Lightning Bolt Trap	6	28	28	14	-	spell, Mage10 (10d6 electricity, save 1/2)
Spiked Blocks from Ceiling	6	24	20	-	spikes +20 (6d6)	10x10 ft area
Spiked Pit Trap (100 ft)	6	20	20	20	1d4 spikes (1d4+5)	100 ft deep (10d6)
Whirling Poison	6	20	20	-	dagger +10 (1d4+4	3 squares, poison (DC 24,

Blades					& poison)	1d6/2d6 STR)
Wide-Mouth Pit Trap	6	26	25	25	-	10x10 ft area, 40 ft deep (4d6)
Wyvern Arrow Trap	6	20	16	-	arrow +14 (1d8 & poison)	poison (DC 17, 2d6/2d6 STR)

Traps EL 7

Trap	CR	Find	Disable	Save	Attacks	Special
Blade Barrier Trap	7	31	31	19	-	spell, Clr11 (11d6, save 1/2)
Burnt Othur Vapor Trap	7	21	21	-	-	10x10 ft room, 3 rnd delay, poison (DC 18, 1/3d6 STR)
Chain Lightning Trap	7	31	31	19	-	spell, M11 (1st target 11d6 elec, next 11 targets 5d6 elec, save 1/2)
Black Tentacles Trap	7	29	29	-	6 tentacles +7 (1d6+4)	spell, Mage7 (1d4+7 tentacles in 2 squares)
Fusillade of Poison Darts	7	25	25	-	1d8 darts +18 (1d4+1 & poison)	10x10 ft area, poison (DC 13, 1/1d2 STR)
Lock Covered in Dragon Bile	7	27	16	-	-	poison (DC 26, 3d6/0 STR)
Water-Filled Room	7	20	25	-	-	10x10 ft room, 3 rounds delay
Well-Camouflaged Pit Trap	7	27	18	25	-	2 squares, 70 ft deep (7d6)

Traps EL 8

Trap	CR	Find	Disable	Save	Attacks	Special
Deathblade Wall Scythe	8	24	19	-	scythe +16 (2d4+8 & poison)	poison (DC 20, 1d6/2d6 STR)
Destruction Trap	8	32	32	-	-	spell, Clr13 (STR+PHY DC 20 for 10d6)
Insanity Mist Vapor Trap	8	25	20	-	-	10x10 ft room, 1 rnd delay, poison (DC 15, 1d4/2d6 Mind)
Acid Arrow Trap	8	27	27	-	2 arrows +9 touch (2d4 acid for 7 rounds)	spell, Mage 18
Power Word Stun Trap	8	32	32	-	-	spell, Mage 13
Well-Camouflaged Pit Trap	8	27	18	20	-	100 ft deep (10d6)

Traps EL 9

Trap	CR	Find	Disable	Save	Attacks	Special
Drawer Handle w/Poison	9	18	26	-	-	poison (DC 20, 3d6/3d6 STR)
Dropping Ceiling	9	20	16	-	-	10x10 ft room, 1 round delay, crush (12d6)
Incendiary Cloud Trap	9	33	33	22	-	spell, Wiz15 (4d6 for 15 rounds, save 1/2)
Wide-Mouth Pit Trap	9	25	25	25	-	10x10 ft area, 100 ft deep (10d6)
Wide-Mouth Poison Spike Pit	9	20	20	20	1d4 spikes +10 (1d4+5 & poison)	10x10 ft area, 70 ft deep (7d6)

Traps EL 10

Trap	CR	Find	Trap	Save	Attacks	Special
Crushing Room	10	22	20	-	-	10x10 ft room, 2 rounds delay, crush (16d6)
Crushing Wall Trap	10	20	25	-	-	crush (18d6)
Energy Drain Trap	10	34	34	-	touch +8 (2d4 neg levels, STR+PHY DC 23)	(as the Monster Special Ability)
Summon Trap	10	32	32	-	-	Summons Hamatula
Poison Spike Pit Trap	10	16	25	20	1d4 spikes (1d4+5 & poison)	2 squares, 50 ft deep (5d6), poison (STR+PHY DC 24 neg., 1d6/2d6 STR)

Diseases

Disease Summary Table

Disease	Type	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 STR††
Cackle fever	Inhaled	16	1 day	1d6 Mind
Demon fever	Injury	18	1 day	1d6 STR†
Devil chills*	Injury	14	1d4 days	1d4 STR
Filth fever	Injury	12	1d3 days	1d3 DEX, 1d3 STR
Mindfire	Inhaled	12	1 day	1d4 Mind
Mummy rot**	Contact	20	1 day	1d6 STR
Red ache	Injury	15	1d3 days	1d6 STR
Shakes	Contact	13	1 day	1d8 DEX
Slimy doom	Contact	14	1 day	1d4 STR†
Diseases allow an initial STR+PHY save to avoid infection. If failed, an incubation period is counted.				
After that, a STR+PHY save is made each day to avoid listed damage; 2 successes in a row ends the disease.				
* Requires three successful saves in a row to end the disease.				
** Successful saves do not end disease; only magical healing can.				
† When damaged, a second failed save indicates 1 point of damage is permanent.				
†† Any time 2 points are taken, a second failed save indicates permanent blindness.				

Healing a Disease

Use of a heal Skill check, Mind+KNOW, can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer (Cleric or Paladin) makes a Skill check, Mind+KNOW. The diseased character can use the healer’s result in place of his saving throw if the heal Skill check result is higher. The diseased character must be in the healer’s care and must have spent the previous 8 hours resting.

Characters recover points lost to Statistic/Skill damage at a rate of 1 per day per Statistic/Skill, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

Poisons Table

Poison	Type	DC	Damage	Secondary Damage	Price
Small centipede poison	Injury	11	1d2 DEX	1d2 DEX	90
Greenblood oil	Injury	13	1 STR	1d2 STR	100
Medium-size spider venom	Injury	14	1d4 STR	1d4 STR	150
Bloodroot	Injury	12	0	1d4 PHY + 1d3 MIND	100
Purple worm poison	Injury	24	1d6 STR	2d6 STR	700
Large scorpion venom	Injury	18	1d6 STR	1d6 STR	200
Wyvern poison	Injury	17	2d6 STR	2d6 STR	3,000
Blue whinnis	Injury	14	1 STR	Unconsciousness	120
Giant wasp poison	Injury	18	1d6 DEX	1d6 DEX	210
Shadow essence	Injury	17	1 STR*	2d6 STR	250
Black adder venom	Injury	11	1d6 STR	1d6 STR	120
Deathblade	Injury	20	1d6 STR	2d6 STR	1,800
Malyss root paste	Contact	16	1 DEX	2d4 DEX	500
Nitharit	Contact	13	0	3d6 STR	650
Dragon bile	Contact	26	3d6 STR	0	1,500
Sassone leaf residue	Contact	16	2d12 hp	1d6 STR	300
Terinav root	Contact	16	1d6 DEX	2d6 DEX	750
Carrion crawler brain juice	Contact	13	Paralysis**	0	200
Black lotus extract	Contact	20	3d6 STR	3d6 STR	4,500
Oil of taggit	Ingested	15	0	Unconsciousness	90
Id moss	Ingested	14	1d4 Mind	2d6 MIND	125
Striped toadstool	Ingested	11	1 Mind	2d6 MIND	180
Arsenic	Ingested	13	1 PHY	1d8 STR	120
Lich dust	Ingested	17	2d6 STR	1d6 STR	250
Dark reaver powder	Ingested	18	2d6 STR	1d6 STR + 1d6 STR	300
Ungol dust	Inhaled	15	1 COM	1d6 COM + 1 COM*	1,000
Burnt othur fumes	Inhaled	18	1 STR*	3d6 STR	2,100
Insanity mist	Inhaled	15	1d4 Mind	2d6 MIND	1,500
Poisons force an immediate save for initial damage, and another 1 minute later for secondary damage.					
Any application or attack with a poisoned weapon has a 1-in-20 chance of poisoning the user (DEX+PHY DC15 negates).					
Paralysis lasts 2d6 minutes. Unconsciousness lasts 1d3 hours.					
* Indicates permanent damage (instead of temporary).					
** Lasts 2d6 minutes.					

Other Hazards

Extreme Heat and Cold

If a character finds them self in an environment where the temperatures are unnatural cold or hot and even being appropriately dressed still leaves the character susceptible to the elements a saving throw will need to be made once every 10 minutes (STR+PHY DC15 +1 for each previous saving throw attempted) or suffer D1d6.

Falling

A character takes D1d6 for every 10’ fallen, half on a DEX+PHY saving throw where the DC is equal to the depth fallen in feet.

Spikes

Add +1 point to falling damage per 10’ fallen (max +10).

Ice

If a character is moving onto or across ice they use 2 squares of movement when walking. If the character is moving faster than a walk or in combat a (DEX+PHY DC 15) saving throw must be made or the character falls, prone.

Sand, Mud and Shallow Water

If you have a sandy, muddy or shallow water area that characters are trying to maneuver in that you feel would inhibit them then have movement cost 2 squares per move if walking. If moving faster than a normal move, a (DEX+PHY DC15) saving throw must be made or no more than a normal move is possible and no other action, like an attack, is possible.

Darkness

If torches or lanterns are mysteriously blown out, or Light spells dispelled, characters can find themselves suddenly in the dark. Any characters without darkvision and no light source are considered *Blind* (see Conditions).

Starvation

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a check each day (STR+PHY DC10, +1 for each previous check) or take 1d6 points of damage.

Treasure and Magic Items

Level 1-5	D%	Coins (1d4x)	Quantity of Art, Gems, Mundane, Magic found	Art	Gems	Mundane	Magic (+1)**
	00-10	--	1	5%-25%*	5%-25%*	5%-25%*	5%-25%*
	11-20	1,000cp	*Start at 5% for 1st level and add +5% chance to each for every level, i.e. 2nd level 10%, 3rd 15%, etc.				
	21-40	100sp	**Magic – If a Magic Item is rolled make another D% roll to see if the item has a higher magic bonus, 10% (+2). Roll individually for each Power. If Magic item is +2 roll again 5% (+3) for each Power.				
	41-95	10gp					
	96-00	1pp					
Level 6-10	**D%**	**Coins (1d6x)**	**Quantity of Art, Gems, Mundane, Magic found**	**Art**	**Gems**	**Mundane**	**Magic (+2)****
	00-10	--	1d4	30%-50%*	30%-50%*	30%-50%*	30%-50%*
	11-15	10,000cp	*Start at 30% for 6th level and add +5% chance to each for every level, i.e. 3rd level 35%, 4th 40%, etc.				
	16-30	1,000sp	**Magic – If a Magic Item is rolled make another D% roll to see if the item has a higher magic bonus, 10% (+3). Roll individually for each Power. If Magic item is +3 roll again 5% (+4) for each Power.				
	31-89	100gp					
	90-00	10pp					
Level 11-15	**D%**	**Coins (1d8x)**	**Quantity of Art, Gems, Mundane, Magic found**	**Art**	**Gems**	**Mundane**	**Magic (+3)****
	00-10	--	1d6	55%-75%*	55%-75%*	--	55%-75%*
	11-15	10,000sp	*Start at 55% for 11th level and add a +5% chance to each for every level, i.e. 12th level 60% @ 13th 65%, etc.				
	16-74	1,000gp	**Magic – If a Magic Item is rolled make another D% roll to see if the item has a higher magic bonus, 10% (+4). Roll individually for each Power. If Magic item is +4 roll again 5% (+5) for each Power.				
	75-00	100pp					
Level 16-20	**D%**	**Coins (1d10)**	**Quantity of Art, Gems, Mundane, Magic found**	**Art**	**Gems**	**Mundane**	**Magic (+4)****
	00-05	--	1d8	80%-100%*	80%-100%*	--	80%-100%*
	06-68	10,000gp	*Start at 80% for 16th level and add a +5% chance to each for every level, i.e. 17th level 85%, 18th 90%, etc.				
	69-00	1,000pp	**Magic – If a Magic Item is rolled make another D% roll to see if the item has a higher magic bonus, 10% (+5). Roll individually for each Power.				

To determine the treasure and magic items found for an encounter take the character's Party Encounter Level (PEL) and locate this level in the left-hand column. Next roll d% to find if any coins are present and what type. If coins are present, multiply the number of coins by the dice type result given under "Coins."

After coins, if present, have been determined look at the number or dice type under "Quantity of Art, Gems, Mundane, Magic found." If any Art items, Gems, Mundane items or Magic items are found, this will be the quantity found and how many times you will roll on the appropriate table.

Now, to find out if there are Art items, Gems, Mundane items or Magic items present find the percentage chance to discover these items (The percentage chance will be the same for all of them). Look at the note with the * to help determine the percentage chance. Once you know the percentage chance to discover these items roll for each one. Any roll equal to or less than the percentage chance means that item type is present. Find your quantity found under the "Quantity of Art, Gems, Mundane, Magic found" and roll that many times under the appropriate table found below.

If a Magic item or items are found they will have the bonus shown in the "Magic" heading unless it is determined that the item does not use a bonus, such as potions, rings, rods, scrolls, staffs and wands. Also, read the **note associated with Magic items regarding possible higher bonus' found.

Art Objects

d%	Value	Average	Examples
01-10	1d10 × 10 gp	55 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet
11-25	3d6 × 10 gp	105 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
26-40	1d6 × 100 gp	350 gp	Large well-done wool tapestry; brass mug with jade inlays
41-50	1d10 × 100 gp	550 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt
51-60	2d6 × 100 gp	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)
61-70	3d6 × 100 gp	1,050 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel
71-80	4d6 × 100 gp	1,400 gp	Eye patch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
81-85	5d6 × 100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
86-90	1d4 × 1,000 gp	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
91-95	1d6 × 1,000 gp	3,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
96-99	2d4 × 1,000 gp	5,000 gp	Jeweled gold crown; jeweled electrum ring
100	2d6 × 1,000 gp	7,000 gp	Gold and ruby ring; gold cup set with emeralds

Gems

d%	Value	Average	Examples
01-25	4d4 gp	10 gp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl
26-50	2d4 × 10 gp	50 gp	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon
51-70	4d4 × 10 gp	100 gp	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline
71-90	2d4 × 100 gp	500 gp	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91-99	4d4 × 100 gp	1,000 gp	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4 × 1,000 gp	5,000 gp	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

Mundane Items

d%	Mundane Item
01-17	**Alchemical item**
01-12	Alchemist’s fire (1d4 flasks, 20 gp each)
13-24	Acid (2d4 flasks, 10 gp each)
25-36	Smokesticks (1d4 sticks, 20 gp each)
37-48	Holy water (1d4 flasks, 25 gp each)
49-62	Antitoxin (1d4 doses, 50 gp each)
63-74	Everburning torch
75-88	Tanglefoot bags (1d4 bags, 50 gp each)
89-00	Thunderstones (1d4 stones, 30 gp each)
18-50	**Armor (roll d%: 01-10 = Small, 11-100 = Medium)**
01-12	Chain shirt (100 gp)
13-18	Studded leather (25 gp)
19-26	Breastplate (200 gp)
27-34	Banded mail (250 gp)
35-54	Half-plate (600 gp)
55-80	Full plate (1,500 gp)
81-90	Darkwood
01-50	*Buckler (205 gp)*
51-00	*Shield (257 gp) (Roll on “Shield”)*
91-00	Shield
01-17	*Buckler (15 gp)*
18-40	*Light wooden shield (3 gp)*
41-60	*Light steel shield (9 gp)*
61-83	*Heavy wooden shield (7 gp)*
84-00	*Heavy steel shield (20 gp)*
51-83	**Weapons**
01-50	Light melee weapon (10% Silver)
51-70	One-Handed weapon (10% Silver)
71-00	Ranged weapon (10% item or ammo (quantity 20) Silver)
84-00	**Tools and gear**
01-03	Backpack, empty (2 gp)
04-06	Crowbar (2 gp)
07-11	Lantern (12 gp)
12-16	Lock, simple (20 gp)
17-21	Lock, average (40 gp)
22-28	Lock, good (80 gp)
29-35	Lock, superior (150 gp)
36-40	Manacles, masterwork (50 gp)
41-43	Case, Scroll (1gp)
44-46	Rope, silk (50 ft.) (10 gp)
47-53	Spyglass (1,000 gp)
54-58	Chain, 10 ft. (30gp)
59-63	Grappling hook (1gp)
64-68	Ink (8gp)
69-73	Piton (1sp)
74-77	Holy symbol, silver (25 gp)
78-81	Pole, 10 ft. (2sp)
82-88	Candle (1cp)
89-95	Caltrops (1gp)
96-00	Thieves’ tools (30 gp)

Alchemical Items

Acid - You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist’s Fire - You can throw a flask of alchemist’s fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Antitoxin - If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Everburning Torch - This otherwise normal torch has a *continual flame* spell cast upon it. An everburning torch clearly illuminates a 20-foot radius.

Holy Water - Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Smokestick - This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube. Objects within 5’ have concealment, further have total concealment). The stick is consumed after 1 round, and the smoke dissipates naturally.

Tanglefoot Bag - When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

Thunderstone - You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a -4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

Since you don’t need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Magic Items

Roll to determine type of magic item found.

Roll	Item Type
1-3	Armor*
4-6	Shield*
7-9	Weapon**
10-11	Potion****
12	Ring
13	Rod
14-15	Scroll****
16	Staff
17-18	Wand****
19-20	Wondrous Item***

Roll for the items power or powers.

Roll	Power
1-2	___of Power =+1Str
3-4	___of Speed =+1Dex
5-6	___of Wisdom =+1Mind
7-8	___of Endurance =+1Phys
9-10	___of Shadow =+1 Sub
11-12	___of Brilliance =+1Know
13-14	___of Tongues =+1Com
15-16	___of Life =+1HP (per level)
17-18	___of Armor =+1AC
19	___of _"spell name"_ =an item with 1d10 charges of whatever spell the GM decides
20	Roll again on table, and then roll once more.

Use the following tables to determine type of armor, shield or weapon.

Armor

Roll	Armor
1-2	Padded
3-4	Leather
5-6	Studded Leather
7-8	Chain Shirt
9-10	Hide
11-12	Scale Mail
13-14	Chainmail
15-16	Breastplate
17	Splint Mail
18	Banded Mail
19	Half-Plate
20	Full Plate

Shields

Roll	Shield
1-3	Buckler
4-8	Shield, Light Wooden
9-11	Shield, Light Steel
12-16	Shield, Heavy Wooden
17-19	Shield, Heavy Steel
20	Shield, Tower

Light Weapons

Roll	Light Weapons
1-2	Axe, Throwing
3-5	Dagger
6-7	Hammer, Light
8-9	Handaxe
10-11	Mace, Light
12-13	Pick, Light
14-15	Sap
16-17	Sickle
18-20	Shortsword

One-Handed Weapons

Roll	Weapon
1	Battleaxe
2-3	Club
4	Flail
5-6	Longsword
7-8	Mace, Heavy
9-10	Morningstar
11	Pick, Heavy
12-13	Rapier
14-15	Scimitar
16-17	Shortspear
18	Sword, Bastard
19	Trident
20	Waraxe

Two-Handed Weapons

Roll	Weapon
1	Chain, Spiked
2	Falchion
3-4	Flail, Heavy
5	Flamberge
6	Glaive
7	Greataxe
8-9	Greatclub
10-11	Greatsword
12	Guisarme
13	Halberd
14	Lance
15	Longspear
16-17	Quarterstaff
18	Scythe
19-20	Spear

Ranged Weapons

Roll	Weapon
1-2	Crossbow, Hand
3-4	Crossbow, Heavy
5-6	Crossbow, Light
7-8	Dart
9-10	Javelin
11-12	Longbow
13-14	Net
15-17	Shortbow
18-20	Sling

An items power bonus increases +1 every 5 levels. e.g. Levels 0-4 +1, 5-9 +2, etc, unless the Treasure Table indicates a higher bonus.

*Armor/Shield material has a chance to be (1-10) Mithral, (11-20) Dragonhide, (21-30) Adamantine or (31-00) normal metal.

Mithril heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light.

Dragonhide armor and its pieces have immunity to an energy type dependant on the type of Dragon the armor was made from; (1-20) Black Dragon (acid), (21-40) Blue Dragon (electricity), (41-60) Green Dragon (acid), (61-80) Red Dragon (fire), (81-100) White Dragon (cold).

Adamantine offers damage reduction of 1/- for light armor/shields, 2/- for medium armor and 3/- for heavy armor/shields.

** Weapon will be (1-25) Light Weapon, (26-50) One-Handed Weapon, (51-75) Two-Handed Weapon, (76-100) Ranged Weapon.

Weapon material has a chance to be (1-10) Silver, (11-20) Cold Iron, (21-30) Adamantine or (31-00) normal metal. (A ranged weapon will be ammo unless no ammo is used).

*** Wondrous Item – A Wondrous Item has a permanent power but may have limited uses in an encounter/day per the GM. Value to be determined by the GM.

**** Limited charges, roll 1d10.

Treasure and Magic Item Values/Cost

Every item on the treasure and magic items tables will have a value, assigned by the table, or a base cost which can be found in the equipment section.

Additional value or costs for special properties are listed below.

For Properties; __ of Power, __ of Speed, __ of Wisdom, __ of Life, __ of Armor*	
Bonus	**Additional Cost/Value**
+1	1,000gp
+2	4,000gp
+3	9,000gp
+4	16,000gp
+5	25,0000gp

* Non-armor items with a permanent (no charges) "__ of Armor" property are double the cost/value.

For Properties; __ of Endurance, __ of Shadow	
Bonus	**Additional Cost/Value**
+1	500gp
+2	2,000gp
+3	4,500gp
+4	8,000gp
+5	12,500gp

For Properties; __ of Brilliance, __ of Tongues	
Bonus	**Additional Cost/Value**
+1	250gp
+2	1,000gp
+3	2.250gp
+4	4,000gp
+5	6,250gp

Silver Items	
Type	**Additional Cost/Value**
Ammunition	2gp
Light Weapon	20gp
One-Handed Weapon	90gp
Two-Handed Weapon	180gp

Mithril	
Type	**Additional Cost/Value**
Light Armor	1,000gp
Medium Armor	4,000gp
Heavy Armor	9,000gp
Shield	1,000gp
Other Items	500gp/lb.

Cold Iron	
Type	**Additional Cost/Value**
Any Item	x2 its Cost
Item Magical	2,000gp

Darkwood	
Type	**Additional Cost/Value**
Any Wooden Item	10gp/lb.

Dragonhide	
Type	**Additional Cost/Value**
Light Armor	2,500gp
Medium Armor	5,000gp
Heavy Armor	7,500gp
Shield	2,500gp

Adamantine	
Type	**Additional Cost/Value**
Ammunition	60gp
Light Armor	5,000gp
Medium Armor	10,000gp
Heavy Armor	15,000gp
Weapon	3,000gp
Shield	2,000gp

Spells*			
Level	**Cost/Value**	**Level**	**Cost/Value**
0	12gp	**5**	1,125gp
1	25gp	**6**	1,650gp
2	150gp	**7**	2,275gp
3	375gp	**8**	3,000gp
4	700gp	**9**	3,825gp

*Items with 1d10 charges.

Appendix A

Optional Rules

Heroism

The Microlite20 rules simplify the game by declining the use of "Feats" found in the SRD, however, sometimes this can decrease the compatibility with some D20 adventures in respect to power level. To alleviate some of that disparity we have the Heroism rule.

Heroism is a bonus equal to 1x the character's level and may be applied to three of the following once per day.

1. Melee/Missile bonus
2. Damage
3. Saving Throw
4. Skill Check
5. Spell DC

Magic

Additionally, along with Heroism, we have three ways for spell casters to improve their spells. Each modifies a spell in a given way and each doubles the casting time of the spell so modified spells only allow the caster to cast the spell and take no other action, such as a move. Also, each requires an additional expenditure of hit points added to the cost of the spell at the time it is cast.

Extending – An extended spell lasts twice as long as it normally would. An extended spell costs an additional 2 hit points.

Empowering – An empowered spell does 50% more damage than it normally would. An empowered spell costs an additional 4 hit points.

Widening – A widened spell effects an area twice as big as it normally would. A widened spell costs an additional 6 hit points.

Appendix B

Miscellaneous Costs

Food, Drink and Lodging

Good or Services	Cost
Ale, mug	4cp
Inn stay (per day)	
Good	2gp
Common	5sp
Poor	2sp
Meals (per day)	
Good	5sp
Common	3sp
Poor	1sp
Wine, common, pitcher	2sp

Trade Goods

Item	Cost
One pound of wheat	1 cp
One pound of flour, or one chicken	2 cp
One pound of iron	1 sp
One pound of tobacco or copper	5 sp
One pound of cinnamon, or one goat	1 gp
One pound of ginger or pepper, or one sheep	2 gp
One pig	3 gp
One square yard of linen	4 gp
One pound of salt or silver	5 gp
One square yard of silk, or one cow	10 gp
One pound of saffron or cloves, or one ox	15 gp
One pound of gold	50 gp
One pound of platinum	500 gp

Selling Items

In general, a character can sell something for half its listed price, including weapons, armor, gear, and magic items.

Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

Spellcasting and Services

Services	Cost
Coach cab	3cp per mile
Hireling, trained	3sp per day
Hireling, untrained	1sp per day
Messenger	2cp per mile
Road or gate toll	1cp
Ship's passage	1sp per mile
Spell, 0-level	Caster level x5gp
Spell, 1st-level	Caster level x10gp
Spell, 2nd-level	Caster level x20gp
Spell, 3rd-level	Caster level x30gp
Spell, 4th-level	Caster level x40gp
Spell, 5th-level	Caster level x50gp
Spell, 6th-level	Caster level x60gp
Spell, 7th-level	Caster level x70gp
Spell, 8th-level	Caster level x80gp
Spell, 9th-level	Caster level x90gp

Appendix C

Mass Combat

Most combat is carried out on a one-on-one basis with each set of stats, combat bonuses, armor class, hit points, etc., applying to a single character or monster. When you are dealing with large groups of characters and monsters this can be extended by adding a combat scale.

Combat scale is a multiplier that shows a unit relative to the norm. It is only applied to damage in combat between groups of different sizes. It acts as a multiplier and divisor for damage given and also any damage taken. Armor class, hit points and all other stats remain the same.

Combat Scale

Number in Group	Combat Scale (CS)
2-5	x3
6-10	x4
11-20	x5
21-40	x6
41-80	x7
81-160	x8
161-320	x9
321-640	x10

For example; a group of 20 goblins will have a CS5 per the table. The combat stats are still HD1d8+1 (5HP), AC15, Morningstar +2 D1d6, or Javelin +3 D1d4. Against anything with the same combat scale, for example a group of 15 elves, combat is resolved normally as if it was one goblin against one elf.

However, if the battle started off with groups of different CS than use the combat scale and reduce the scale as hit points are lost.

First, determine the hit points for the members of each group by taking the hit points for a single member of the group and dividing it by the total members in the group.

For example; the 20 goblins have 5 hit points so, 5/20=.25HP each. One goblin therefore has .25 hit points. This number of hit points for each goblin will stay the same for the duration of the battle.

For example; if the 20 goblins above are reduced to 2 hit points than they have lost over half their group and are now CS4, (5HP/20 goblins = .25HP each and taking 3HP in damage kills 12 of the goblins, (3HP damage /.25HP per goblin =12). When down to just 1HP the goblins are CS3 (4HP damage /.25HP per goblin = 16) with only 4 goblins left alive.

To determine how much damage one given group gives or takes, multiply the damage given by the attacking groups CS and then divide this number by the defending groups CS.

For example; the elves mentioned above have reduced the goblins numbers down to 8, CS4. In the next round the elves score another hit and a 1 is rolled for damage. 1 damage x elves CS5 = 5. Now take the elves' 5 damage / goblins CS4 = 1.25 or 1.The goblins take 1 hit point of damage which equals 4 of the goblin's group members (1HP damage / .25HP per goblin =4).

If the combat scale becomes the same for both groups than resolve combat normally or until the two groups once again have different CS's.

Calculating EL's

Experience gained from taking part in a battle is equal to the HD of the opponent, +1 for each CS higher than your own.

For example; a member of the 20-strong grey company (CS5) would earn 3 EL's in a battle against 35 gnolls (2HD and CS6).

Mass Combat Examples

Orcs vs. Elves

Twenty Orcs (CS5 and 5HP) enter a forest glade where they are beset upon by 15 Elves (CS5). As their CS is the same, it's treated as a straight one-on-one combat. The Elven archers fire their longbows and hit for 3 hit points of damage. The Orcish group is down to 2 hit points with 8 Orcs left and CS4. The CS's are now different for the two groups, CS4 for the Orcs and CS5 for the Elves. Now mass combat and the combat scale come into play.

The orcs rally and snarl, preparing to flush out the elves with their barbed falchions as they charge into the bushes. Unable to locate the hidden elves the orcs scream as another volley of arrows are fired into their midst. The elves hit for 2 hit points of damage. 2HP damage x the elves CS of 5 = 10HP damage. 10HP damage / the orcs CS of 4 = 2.5 or 3HP of damage. The orcs only have .25HP each or a total group HP of 2 left and silence falls in the clearing as Orcish blood soaks into the grass.

Knights vs. Red Dragon

The 500-strong Order of the Purple Flame stands ready against the Red Dragon. They are CS10 while the Red Dragon is CS1, though formidable.

500 Knights: HD2d8+4 (14HP), AC18, Lance +7 D1d10+4, Longsword +6 D1d8+2
Red Dragon: HD13x12+39 (123), AC21, Bite +20 D2d6+7, Breath 10d10 (DEX+PHY DC24 1/2)

The Red Dragon flies high above and breathes flame across the Order's phalanx for 46 hit points of damage. The Knights dive for cover beneath their shields (DEX+PHY DC24 1/2) and they roll a 25 taking only half damage, 23HP. 23HP damage / CS of 10 = 2.3 or 2HP damage. The Knights have .03HP each (14/500=.028 or .03). 2HP damage / .03HP per Knight = 66.6 or 67 Knights who perish in the flames leaving 433 to face the beast. The Knights are still CS10.

The Knights ready their horses to charge as the Red Dragon lands to the thunder of 2000 hooves coming towards him. The Knights hit scoring 11 damage, 11 damage x CS of 10 =110 damage. The Red Dragon is a CS1 so he takes the entire 110 damage leaving 13HP and bleeding from the impact of many lances.

The Red Dragon roars and lunges in anguish, biting savagely. It hits for 17 damage. 17 damage / the Knights CS of 10 = 1.7 or 2 damage. 2 damage / the Knights .03HP each =66.6 or 67 dead Knights. There are now a total of 134 rider-less horses leaving 366 Knights who manage to maintain their CS10.

The Knights draw their longswords and surround the downed Red but their weapons do little more than scratch it as they miss.

The dragon turns to bite again and rolls a natural 20, a critical, doing 19 points of damage. 19 damage / the Knights CS of 10 =1.9 or 2 damage. 2 damage / the Knights .03HP each =66.6 or 67 Knights who perish. There are 299 Knights left who now have a CS9 due to their diminished numbers with a total of 8HP remaining.

After watching a few more of their number gobbled up the Knights attack again and their longswords bite true for 6 damage. The Knights 6 damage x their CS of 9 =54 damage. The Red Dragon is down for good, finally.

Appendix D

Random Adventure Creation

Sometimes you are overflowing with ideas for plots and places for the characters in your adventures to explore, other times, you're not.

To alleviate some of the stress of adventure or campaign creation, or in the event your player's characters head off in an unexpected direction, we have for you Random Adventure Creation tables. This will cover you in almost all circumstances, wilderness, dungeon, or other regions the characters may wander off to.

Random Dungeon Generator

The following "micro-sized" random dungeon generator can be used for those times when you don't have an adventure prepared, you just feel like winging it or want to play a solo game.

To use the random dungeon generator you will at least need to come up with a starting point for the character(s). It could be a passage, a room, or a door. If you start your random dungeon and are immediately confronted with something like a dead end, reroll the result.

d20	****Passages**	**Behind a Door**	**Chamber & Rooms**	**Exits**	***Exit Location**	**Stairs**	**Door**	**d20**
1	Straight 30'	Passage straight	Square 20'x 20'	None	Same wall as entrance	Ramp up 1 level	Secret DC20	1
2	Straight 50'	Passage left						2
3	Door	Passage right	Square 30'x 30'			Ramp down 1 level	Unlocked & Unstuck	3
4		Passage left			Left Wall			4
5		Passage left, right and straight	Rectangle 20'x 40'			Stairs down 1 level		5
6	Straight 20' door on left or right			1			Stuck DC13	6
7			Rectangle 30'x 40'					7
8	Straight 20' passage on left or right	Room or Chamber (Even number room, odd number chamber)						8
9			Circle 20'x 20'		Right Wall			9
10	"T" intersection							10
11	"Y" intersection		Circle 40'x 40'	2				11
12	Passage goes left					Stairs up 1 level		12
13	Passage goes right		Special					13
14	Chamber		Trap		Opposite Wall			14
15	Room		Treasure	3		Trapdoor up		15
16	Stairs		Monster					16
17	Straight 20' stairs on left or right		Monster			Trapdoor down		17
18		Stairs	Monster	4				18
19	Passage Ends	Trap	Monster			Shaft		19
20	Monster	Monster	Monster	Stairs		Exit outside	Hold Portal	20

Note: Some blocks will have two features that need to be determined, such as stairs and a passage.
*** Exits from chambers are passages, exits from rooms are doors.**
**** A passage will continue for 30' before the feature indicated on the table unless a distance is noted.**

Using the Random Dungeon Generator is fairly simple. Roll a d20 and reference the necessary features block column on the table.

Say you have the party at an old ruined monastery and they have discovered a passage under some rubble leading into darkness. You would roll a d20 and reference the Passages column. If you roll something like, “passage ends,” that doesn’t make sense, roll again. Okay, so you roll a d20 and get a 14. A roll of 14 on the Passages column indicates a Chamber is there. You may have noticed the ** note associated with Passages. A passage will continue for 30’ before the feature indicated on the table unless a distance is noted. No distance is noted for a Chamber, so the Chamber will be located after 30’ of passage. On your GM’s map draw a straight 30’ passage with an opening at the end for your chamber.

Now you need to know how big the chamber is. Did you notice the color in the background of the “Chambers” box? This color-code tells you what column to roll on and reference next. The light red color tells you to go to the “Chamber & Rooms” column. If you roll a d20 and get a 5 you would reference the “Chamber & Rooms” column and see that the chamber is “Rectangle 20’ x 30’.” Now you can draw in a rectangular 20’ x 30’ chamber on your map. The dark violet color of the “Rectangle 20’ x 30’” box tells you to go to “Exits” next to determine how many exits out of the chamber there are.

This progression continues as you roll and create your dungeon. The roll results for a d20 are listed on both sides of the table to make it easier for you to find the block associated with your roll.

If a features block color references a color not found in the header row it means three possible things; further movement is no longer possible do to results of “Passage Ends,” “None,” or “Exit Outside,” that you are in either a chamber or room and need to proceed to either the “Passages” column or “Door” column (chamber exits are passages and room exits are doors) or you ended with a result of “Monster”, “Trap” or “Treasure.”

For Monster or Trap results roll on the Random Monster Tables or the Random Trap Tables for the appropriate dungeon level to find what monster or trap lies ahead and then roll again on the previous column, ignoring any duplicate results, to determine the map content. If Monster is behind a door than ignore any result of Monster in the Chamber and Rooms column. An encounter with a Monster will also have Treasure.

For Treasure use the Treasure and Magic Items section. If any treasure is unguarded it will take a DC20 + dungeon level (SUB+Mind) Skill check to find it.

The “Special” found in the features block under Chamber & Rooms allows the GM to create something unique, such as a great hall, enormous cavern, etc., and the “Hold Portal” under the “Door” column is per the 1st level Wizard spell.

If a roll is made that would cause you to have to overrun areas of your dungeon already created either modify the result to fit your map or roll again.

Chamber, Room and Passage Dressing

d20	Room	Furnishings	Terrain	Miscellaneous	Personal
1	shrine, temple, chapel	basin, pews, lectern, shrine, pulpit	alter	decanter, robes, bag, bottle, bowl, censer, religious books	anklet, cassocks, decanter, bracer, book, candle snuffer
2	meditation	candelabrum, pedestal, mat, cushion, brazier	columns	chime, bell, drum, gong, horn, incense,	talisman, bandages, basket, bottle, bowl
3	gallery, game room, trophy room, common room	curtain, mosaic, loom, carpet	statue	animal (stuffed), candle, carving, horn, drum	armband, bracelet, scarab, coffer (jewelry),
4	privy	brazier, coat rack	sinkhole, fungus, mold	dust, dripping water, odor, bucket	box (jewelry), pendant, pin, cane, case
5	vault, treasury	chest, box	pillars	skull, trophy	brooch, medallion, cup, dipper, dish
6	library, study	bench, painting, chair, couch	dome	books, paper, scroll tube, scroll	buckle, clasp, food, hourglass
7	vestibule, lounge, antechamber, reception, office, entry, courtyard	sconce, tapestry, armchair, desk	fireplace	hourglass, jar, jug, kettle	cameo, collar
8	laboratory, summoning room	workbench, rug, shelf	obelisk	pentagram, scorch marks, herbs, mortar & pestle, wire, beaker, chalk, stone	pitcher, medal, knife, knucklebones, pipe
9	torture chamber	rack, stock, iron maiden, table	stalactite, stalagmite	whips, branding iron, chains, knives, manacles, bones, dried blood, skin, corpse	choker, chalice, mirror, mug, needle & thread
10	bestiary, cell, chantry, kennel, pen, prison, stable	cage, mattress, trough, garbage	ledge	straw, dung, odor, trash,	torc, comb, necklace, scented oil, pan,
11	crypt, tomb	casket, coffin	sarcophagus, rubble	cobwebs, scratches on wall	hair brush, chain, parchment, instrument,
12	divination, observatory	mural, bookcase, fresco	chasm	magic circle, crystal ball, ashes, potion, bottles, parchment, pot	hair pin, charm, rod
13	smithy	anvil, furnace	crevasse	bellows, smock, charcoal	earring, idol, periapt, pouch, quill
14	audience chamber, court, great hall, throne room	throne, chandelier, statues	balcony, dais, pillars, platform	mosaic, pennants	statuette, amulet, razor, salve, crown
15	dining hall, refectory	huge pot, buffet, crate, cupboard, table	recess	belt, boots, cap, cloak, gloves, apron	locket, religious beads, tiara, scroll
16	barracks, dormitory, storage	stool, bunk, pillow, trunk, sheet, weapons, armor, chamber pot, pallet	alcove	coat, doublet, hat, leggings, dress, tunic, surcoat, gauntlets, rope	religious symbol, headband, stopper, statuette
17	armory, guard room, training, arena, stockade	torches, relief, weapon rack, weapons, armor	fighting pit	coif, gauntlets, hood, kirtle, mantle, helm	ring, diadem, figurine, tankard, whetstone
18	pantry, cistern, kitchen	cabinet, cask, oven, pans, barrel, sack	fire pit, well	pouch, ladle, broom, spoon, apron, plate, platter, pot., saucer, fork, tongs, towel, whetstone	flask, pouch
19	closet, dressing room, sitting room, bedroom	bed, blanket, chairs, wardrobe, mirror, armoire, quilt	steps	gown, jerkin, hose pantaloons, scarf, purse, kerchief, girdle, bag	scepter, coronet, tray, vase, vial
20	bath, bathhouse	pail, pegs, tub, screen	arch, pool	sandals, shift, slippers, oil, soap, ewer	staff, circlet, ewer, wig, whetstone, razor

Roll once and read across the row and categories or roll individually for each category to mix things up.

Random Trap Tables

d20	EL 1 Traps
1,2	Basic Arrow Trap
3,4	Camouflaged Pit Trap
5,6	Deeper Pit Trap
7,8	Fusillade of Darts
9-10	Poison Dart Trap
11-12	Poison Needle Trap
13-14	Portcullis Trap
15	Razor-Wire Across Hallway
16	Rolling Rock Trap
17	Scything Blade Trap
18	Spear Trap
19	Swinging Block Trap
20	Wall Blade Trap

d20	EL 2 Traps
1-2	Box of Brown Mold
3-4	Bricks from Ceiling
5-6	Burning Hands Trap
7-8	Camouflaged Pit Trap
9-10	Inflict Light Wounds Trap
11-12	Javelin Trap
13-14	Large Net Trap
15	Pit Trap
16	Poison Needle Trap
17	Spiked Pit Trap
18	Tripping Chain
19-20	Well-Camouflaged Pit Trap

d20	EL 3 Traps
1-2	Burning Hands Trap
3-4	Camouflaged Pit Trap
5-6	Ceiling Pendulum
7-8	Fire Trap
9-10	Hail of Needles
11-12	Acid Arrow
13-14	Pit Trap
15-16	Poisoned Arrow Trap
17-18	Spiked Pit Trap
19-20	Stone Blocks from Ceiling

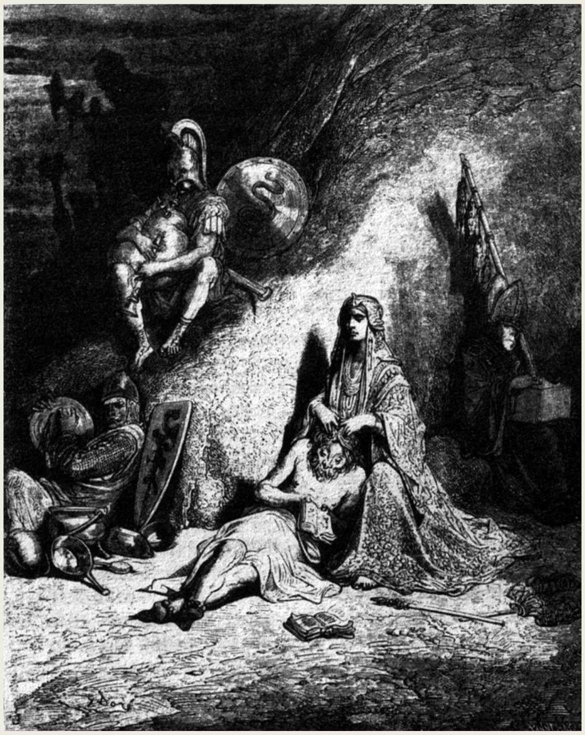
d20	EL 4 Traps
1-2	Bestow Curse Trap
3-4	Camouflaged Pit Trap
5-6	Collapsing Column
9-10	Lightning Bolt Trap
11-12	Pit Trap
13-14	Poisoned Dart Trap
15-16	Spiked Pit Trap
17	Wall Scythe Trap
18	Water-Filled Room Trap
19,20	Wide-Mouth Spiked Pit Trap

d20	EL 5 Traps
1-2	Camouflaged Pit Trap
3	Doorknob w/Contact Poison
4-5	Falling Block Trap
6	Fire Trap
7	Fireball Trap
8	Flooding Room Trap
9-10	Fusillade of Darts
11-12	Moving Executioner Statue
13-14	Pit Trap
15-16	Poison Wall Spikes
17-18	Spiked Pit Trap
19	Spiked Pit Trap (80 ft)
20	Ungol Dust Vapor Trap

d20	EL 6 Traps
1-2	Built-to-Collapse Wall
3-4	Compacting Room
5-6	Flame Strike Trap
7-8	Fusillade of Spears
11-12	Lightning Bolt Trap
13-14	Spiked Blocks from Ceiling
15	Spiked Pit Trap (100 ft)
16	Whirling Poison Blades
17-18	Wide-Mouth Pit Trap
19-20	Wyvern Arrow Trap

d20	EL 7 Traps
1-3	Blade Barrier Trap
4-5	Burnt Othur Vapor Trap
6-7	Chain Lightning Trap
8-10	Black Tentacles Trap
11-13	Fusillade of Poison Darts
14-15	Lock Covered in Dragon Bile
16-17	Water-Filled Room
18-20	Well-Camouflaged Pit Trap

d20	EL 8 Traps
1-4	Deathblade Wall Scythe
5-7	Destruction Trap
8-10	Insanity Mist Vapor Trap
11-13	Acid Arrow Trap
14-16	Power Word Stun Trap
17-20	Well-Camouflaged Pit Trap



d20	EL 9 Traps
1-4	Drawer Handle w/Poison
5-8	Dropping Ceiling
9-12	Incendiary Cloud Trap
13-16	Wide-Mouth Pit Trap
17-20	Wide-Mouth Poison Spike Pit

d20	EL 10 Trap
1-4	Crushing Room
5-8	Crushing Wall Trap
9-12	Energy Drain Trap
13-16	Summon Trap
17-20	Poison Spike Pit Trap

Random Monster Tables

Level 1 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Darkmantle	1-2
3-4	Drow	1-2
5-6	Duerger	1-2
7-8	Goblin	1-3
9-10	Hobgoblin	1-2
11-12	Kobold	1-4
13-14	Orc	1-2
15-16	Skeleton	1-2
17-18	Zombie	1-2
19-20	Roll on Level 2	-

Level 1 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Gnoll	1-2
3-4	Kobold	1-4
5-6	Krenshar	1-2
7-8	Lizardfolk (water)	1-2
9-10	Merfolk (water)	1-2
11-12	Stirge	1-2
13-14	Tiefling	1-2
15-16	Troglodyte	1-2
17-18	Wolf	1-2
19-20	Roll on Level 2	-

Level 2 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Bugbear	1-2
3-4	Dire Rat	3-6
5-6	Drow	2-3
7-8	Dueger	2-3
9-10	Ghoul	1-2
11-12	Grimlock	1-2
13-14	Shocker Lizard	1-3
15-16	Spider, Large	1-2
17-18	Thoqqua	1-2
19-20	Roll on Level 3	-

Level 2 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Bugbear	1-3
3-4	Gnoll	2-3
5-6	Hippogriff	1-2
7-8	Pseudragon	1-2
9-10	Shocker Lizard	1-3
11-12	Spider, Large	1-2
13-14	Thoqqua	1-2
15-16	Wolf	1-2
17-18	Worg	1-2
19-20	Roll on Level 3	-

Level 3 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Bugbear & Goblins	1 & 3-6
3-4	Earth Elemental	1-2
5-6	Gelatinous Cube	1
7-8	Ghast	1-2
9-10	Hell Hound	1-2
11-12	Ogre	1-2
13-14	Rust Monster	1
15-16	Shadow	1-2
17-18	Wight	1-2
19-20	Roll on Level 4	-

Level 3 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Air Elemental (HD4)	1-2
3-4	Ankheg	1-2
5-6	Centaur	1-2
7-8	Cockatrice	1-2
9-10	Dire Wolf	1-2
11-12	Dryad	1-2
13-14	Pegasus	1
15-16	Scorpion, Large	1-2
17-18	Yeth Hound	2-3
19-20	Roll on Level 4	-

Level 4 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Fire Elemental (4HD)	1-2
3-4	Gargoyle	1-2
5-6	Grick	1-3
7-8	Howler	1
9-10	Mimic	1-2
11-12	Minotaur	1-2
13-14	Ogre & Wolf	1 & 1-2
15-16	Otyugh	1-2
17-18	Vampire Spawn	1-2
19-20	Roll on Level 5	-

Level 4 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Gargoyle	1-2
3-4	Griffon	1-2
5-6	Harpy	1-2
7-8	Owlbear	1-2
9-10	Pegasus	1
11-12	Pixie	1-2
13-14	Satyr	1-2
15-16	Sea Hag (water)	1-2
17-18	Vampire Spawn	1-2
19-20	Roll on Level 5	-

Level 5 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Cloaker	1-2
3-4	Fire Elem. (8 HD)	1-2
5-6	Gargoyle	2-3
7-8	Gibbering Mouther	1-2
9-10	Medusa	1
11-12	Minotaur & Worgs	1 & 2-3
13-14	Mummy	1-2
15-16	Shadow Mastiff	1-2
17-18	Wraith	1-2
19-20	Roll on Level 6	-

Level 5 Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Djinni	1
3-4	Ettercap	1-2
5-6	Green Hag	1
7-8	Hydra (5 heads)	1
9-10	Sea Hag & Thoqquas	1 & 1-2
11-12	Spider, Huge	1-2
13-14	Troll	1-2
15-16	Water Elem. (4 HD)	1-2
17-18	Winter Wolf	1-2
19-20	Roll on Level 6	-

Level 6 Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Fire Elem. (8 & 4 HD)	1 & 1
3-4	Medusa & Hellhound	1 & 1
5-6	Mummy & Wight	1 & 1-2
7-8	Ogres	2-4
9-10	Shocker Lizard	4-8
11-12	Troll, Ogre & Worg	1 & 1 & 1
13-14	Wraith & Ghast	1 & 1-2
15-16	Xill	1-2
17-18	Xorn	1-2
19-20	Roll again on Level 7	-

Level 6 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Basilisk	1-2
3-4	Ettin	1-2
5-6	Manticore & Dryad	1 & 1
7-8	Phase Spider & Dryad	1 & 1-2
9-10	Salamander	1-2
11-12	Shambling Mound	1-2
13-14	Winter & Dire Wolf	1 & 1-2
15-16	Wyvern	1-2
17-18	Xill	1-2
19-20	Roll again on Level 7	-

Level 7 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Black Pudding	1
3-4	Drider	1-2
5-6	Minotaur	3-4
7-8	Salamand. & Howler	1 & 2
9-10	Scorpion, Huge	1-2
11-12	Spectre	1-2
13-14	Vampire Spawn	2-3
15-16	Water Elem. (16HD)	1
17-18	Xill & Otyugh	1 & 2-3
19-20	Roll on Level 8	-

Level 7 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Basilisk & Satyr	1 & 1
3-4	Bulette	1-2
5-6	Chimera	1-2
7-8	Dire Bear	1-2
9-10	Earth Elem. (16HD)	1
11-12	Hill Giant	1
13-14	Hydra (8 heads)	1
15-16	Nymph	1-2
17-18	Remorhaz	1-2
19-20	Roll on Level 8	-

Level 8 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Drider & Shad Mastiff	1 & 1-2
3-4	Hill Giant & Djinni	1 & 1
5-6	Ogre Mage	1
7-8	Spectre & Mummy	1 & 1-2
9-10	Spider & Scorp. Huge	1 & 1
11-12	Stone Giant	1-2
13-14	Troll	3-5
15-16	Water Elem. (16HD)	1
17-18	Wight	3-5
19-20	Roll on Level 9	-

Level 8 random Monsters (Outdoors)

d20	Monsters	# Encountered
	Chimera & Grn. Hag	1 & 1
	Dire Bear & Troll	1 & 1-2
	Earth Elem. (16 HD)	1-2
	Gorgon	1-2
	Gray Render	1-2
	Hill Gia. & Wint. Wolf	1 & 1
	Ogre Mage	1
	Stone Giant	1-2
	Treant	1
19-20	Roll on Level 9	-

Level 9 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Earth Elem. (16 HD)	2-3
3-4	Frost Giant	1-2
5-6	Hill Giant	2-3
7-8	Mummy	3-5
9-10	Ogre Mage	1-2
11-12	Ogre Mage, Xill, Xorn	1 & 1 & 1
13-14	Salamander	2-4
15-16	Spectre	2-3
17-18	Wraith	3-5
19-20	Roll on Level 10	-

Level 9 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Frost Giant	1-2
3-4	Gorgon	1-2
5-6	Gorgon & Wyvern	1 & 1
7-8	Gray Render	1-2
9-10	Hydra (10 heads)	1
11-12	Roc	1
13-14	Stone Giant & Ettin	1 & 1
15-16	Treant	1-2
17-18	Water Elem. (16 HD)	2-3
19-20	Roll on Level 10	-

Level 10 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Barbed Devil	1
3-4	Clay Golem	1-2
5-6	Fire Elem. (24 HD)	1
7-8	Flesh Golem	1-2
9-10	Frost & Hill Giant	1 & 1
11-12	Hill Giant	2-5
13-14	Iron Golem	1
15-16	Lich	1
17-18	Roper	1
19-20	Stone Golem	1

Level 10 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Cloud Giant	1
3-4	Fire Giant	1-2
5-6	Frost Worm	1
7-8	Hill Giant	2-5
9-10	Hydra (12 heads)	1
11-12	Kraken (water)	1
13-14	Naga, Guardian	1-2
15-16	Rakshasa	1-2
17-18	Roc & Hill Giant	1 & 1
19-20	Storm Giant	1

Themed Monster Tables

You can also create your own Random Monster Table that has a monster "theme" to it. For example, you could create; "The Goblin Caves!"

"The Goblin Caves!"

d20	Goblin Caves!	# Encountered
1-2	Goblins	1-4
3-4	Goblin Guards	1-2
5-6	Goblin Javelin Guards	1-2
7-8	Goblins	1-3
9-10	Goblin Mage (Mage)	1
11-12	Bugbear Mercenary	1
13-14	Goblin Queen (add 1 HD) Roll again and add to encounter.	1-2
15-16	Goblin King (add 2 HD) Roll again and add to encounter.	1-2
17-18	Goblin Shaman (Cleric)	1
19-20	Roll again and roll once more and add to encounter.	-

Blank Random Monster Theme Table

d20	Monsters	# Encountered
1-2		
3-4		
5-6		
7-8		
9-10		
11-12		
13-14		
15-16		
17-18		
19-20		

Random Wilderness Generator

Eventually your players will leave the depths of the dungeons and look to travel across the realm for new adventures. For this we have a Random Wilderness Generator to establish the lands around the character's hometown. It will fill in terrain and add the opportunity to find new towns and other dungeons whose depths are waiting to be explored.

To use the Random Wilderness Generator take the terrain that you currently have your player's characters set in and roll on the Random Wilderness Table for the new location they plan to move into. Locate the party's current terrain in the header row, roll a d20, and then locate the result in the column on the left. That's the terrain of the area they have moved into. The size of these areas is up to you but an agreeably distance is commonly 3-6 miles per square or hex on your map.

Random Wilderness Table

Terrain	Badland	Canyon	Desert	Flatland	Forest	Hills	Mtn's	Swamp	Water
Badlands	1-8	1	1	1,2	1,2	1,2	1,2	1	1
Canyon	9	2-9	2	3	3	3	3	2	2
Desert	10	10	3-10	4	4	4	4	3	3
Flatlands	11,12	11,12	11,12	5-11	5,6	5,6	5,6	4,5	4,5
Forest	13,14	13,14	13,14	12,13	7-12	7,8	7,8	6,7	6,7
Hills	15,16	15,16	15,16	14,15	13,14	9-14	9,10	8,9	8,9
Mountain	17,18	17,18	17,18	16,17	15,16	15,16	11-17	9,10	9,10
Swamp	19	19	19	18	17	17	18	11-15	11,12
Water	20	20	20	19,20	18-20	18-20	19,20	16-20	13-20

Random Terrain Examples

For some variation to the terrain rolled on the Random Wilderness Table use the following table.

Terrain	Examples
Badlands	brush, brackens, bush, crags, rough, scrub, thickets, veldt
Canyon	basin, chasm, crevasse, dale, gap, gorge, gulch, hollow, notch, ravine, rift, vale, valley
Desert	barrens, dunes, flat, sands, snowfield, waste
Flatlands	downs, fields, flats, heath, meadow, moor, plain, prairie, savanna, steppe
Forest	copse, glade, glen, grove, jungle, woods
Hills	barrow, bluff, cairn, dunes, foothills, ridges
Mountain	cliffs, glacier, mesas, pass, peak, summit, tor
Swamp	bayou, bog, fen, marsh, mire, morass, slough, quagmire
Water	bay, bend, brook, creak, delta, falls, gulf, harbor, inlet, lake, ocean, pond, rapids, river, sea, stream, tributary

When character explore a new area using the Random Wilderness Table you may also want to make a d20 roll on the following table to determine if there are any dwellings or abandoned locations there.

Dwellings and Abandoned Locations Table

d20	Dwellings or Abandoned Locations	d20	Abandoned Locations
1	Homestead - house, inn, lodging, quarters	**1-14**	Homestead - den, haunt, house, inn, lodging, quarters
2	Village - crossroads, hamlet, thorp	**15**	Village - crossroads, hamlet, thorp
3	Town	**16**	Town
4	City - capital, port	**17**	City
5	Castle – barbican, citadel, fasthold, fortress, garrison, hold, keep, manor, palace, stronghold	**18**	Tower - obelisk, pillar
6	Abandoned (roll on Abandoned Locations to the right)	**19**	Castle – barbican, citadel, fasthold, fortress, garrison, hold, keep, manor, palace, stronghold
7-20	Uninhabited	**20**	Monastery - abbey, temple

It's up to the Game Master to decide if an abandoned location contains any monsters or underground dungeon complex. Also, if any rolls indicate something doesn't make sense simply roll again.

Random Weather

Random weather is another way to spice up your adventure. Instead of the characters waking up to the same old day, this time they could wake up to a heat wave, a driving snowstorm or worse! Even if the weather is calm and normal a quick description of the day helps paint a picture in your player's imaginations.

Roll on the Random Weather Table and reference the text under the climate the characters are currently in. You may want to roll twice in a day to show changing weather conditions, once in the morning and once in the afternoon, it's up to you. You may also want to consider a penalty for *unfavorable conditions*, see the Player Skills section, if extreme weather is rolled.

Random Weather Table

d20	Weather	Cold Climate	Temperate Climate*	Desert
1-13	Normal Weather	Cold, calm	Normal for season**	Hot, calm
14,15	Abnormal weather	Heat wave (1-6) or cold snap (7-20)	Heat wave (1-10) or cold snap (11-20)	Hot, windy
16,17	Inclement weather	Precipitation, snow	Precipitation, normal for season	Hot, windy
18,19	Storm	Snowstorm	Thunderstorm, snowstorm	Duststorm
20	Powerful storm	Blizzard	Windstorm, blizzard, hurricane, tornado	Downpour
* Temperate includes Flatlands, forest, hills, mountains, swamp and warm waters.				
** Winter is cold, summer is warm, spring and autumn are temperate. A swamp is slightly warmer in winter.				

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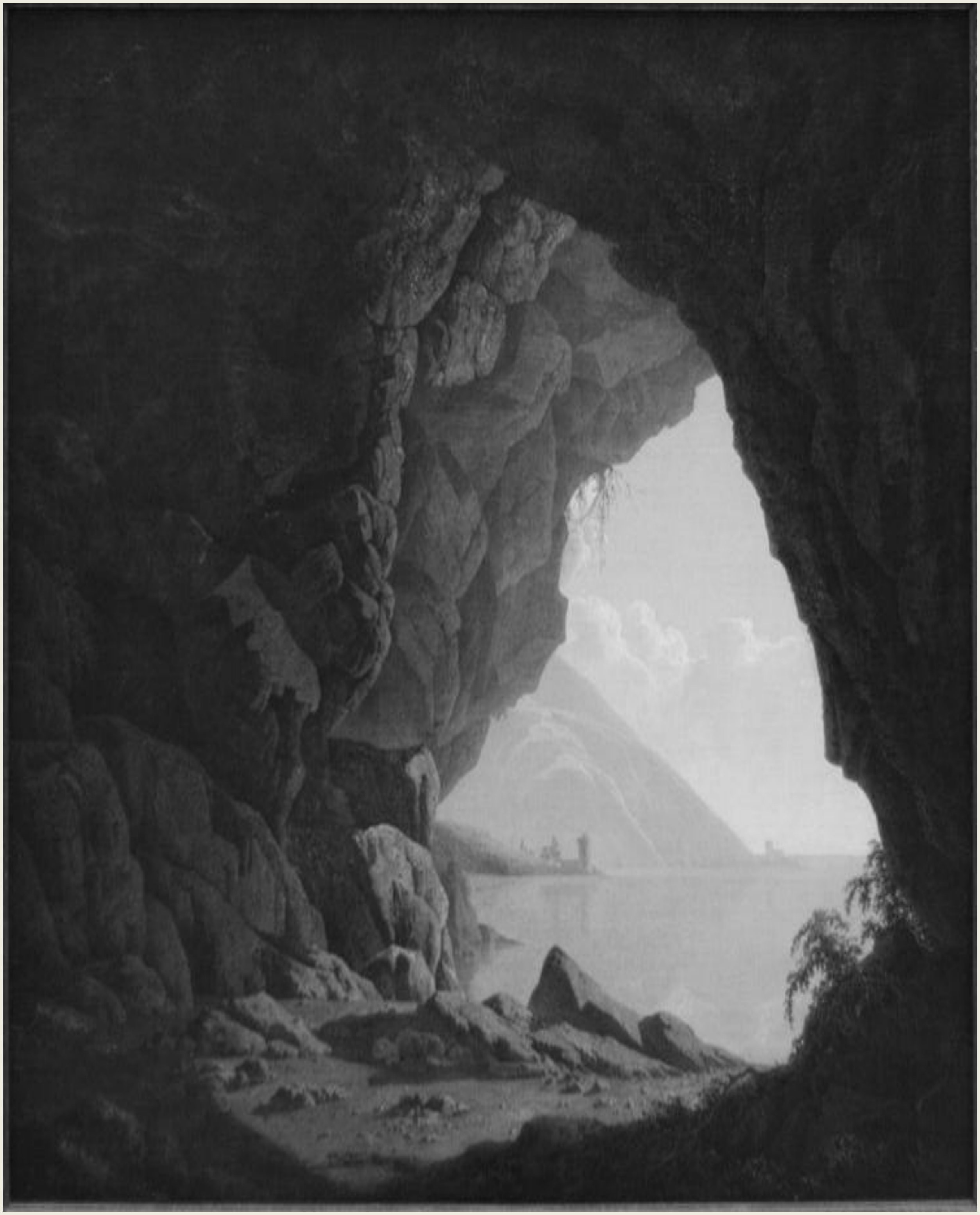

DUNGEONFINDER

Book of Monsters

A Book of Monsters for the *DUNGEONFINDER* role-playing game, a streamlined version of the Primary Fantasy SRD rules, for use by itself or in combination with other Primary Fantasy SRD compatible games.

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Revised by Chad E. Rose

Illustrations by Gustave Dore, Dorothy Hardy, Dunker Tell, Viktor Vasnetsov, Joseph Wright

Additional help Bronwyn Davis

Special thanks to;

Greywulf for creating Microlite20.

The authors of the Purest Essence rules.

The Microlite20 community for all their enthusiasm and ideas.

Seth Drebitko for keeping the legacy alive.

"The goal was to create a simpler game but one where all the resources of the Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion."

- The authors of Microlite20 Purest Essence.

On October 14th 2006 Greywulf (Robin V. Stacey) replied to a thread on the ENWorld forums and placed a link to his simplified version of the World's Most Popular Role-Playing Game. Two days later he started his own thread on those very forums, "Microlite20: The Smallest Thing in Gaming." This thread spanned 82 pages and 1,217 posts over a year and four months before it was closed and restarted due to the extreme length of the thread.

You could say Microlite20 met with some success.

On March 12th 2010 it was announced that Microlite20 was sold to Seth Drebitko and…

…the adventure's just begun.

What is the DUNGEONFINDER role-playing game?

To those new to role-playing games DUNGEONFINDER is a fantasy game where one person, called the Game Master, creates an adventure, controlling the people and monsters in it, while the other people play heroes they create who will explore the cities and castles and ruins in the adventure.

To the people with more experience with RPG's, DUNGEONFINDER is the Primary Fantasy SRD streamlined into a slimmer package and then having the Microlite20 rules dropped in on top to trim things down even further. A fast-paced game that may be easily used with adventures made for the *World's Most Popular Role-Playing Game* or the *World's Second Most Popular Role-Playing Game* based on the 3.5 edition rules.

Or, just use the DUNGEONFINDER Player's Guide, DUNGEONFINDER Game Master's Guide and DUNGEONFINDER Book of Monsters to create your own adventures. Everything you need is there, character creation and advancement, equipment, spells, monsters, treasure and magic-items, and a random adventure creator to help you along or for solo play.

So what changes have been made to create a slimmer, trimmer, even more streamlined game? Well, the major changes are; the inclusion of only the four major classes, the elimination of feats, a streamlined skill system, a reduction to the spell lists, efficient monster listings, and a treasure and magic-item section that instead of being 100 pages long has been nicely reduced to just 5 pages!

Read on, fill your adventure with monsters and prepare for epic fantasy!

"Written rules by themselves cannot make for great adventure. The game master must envision a fantastic world and the players breathe life into it and only then will everyone be lost in epic fantasy."

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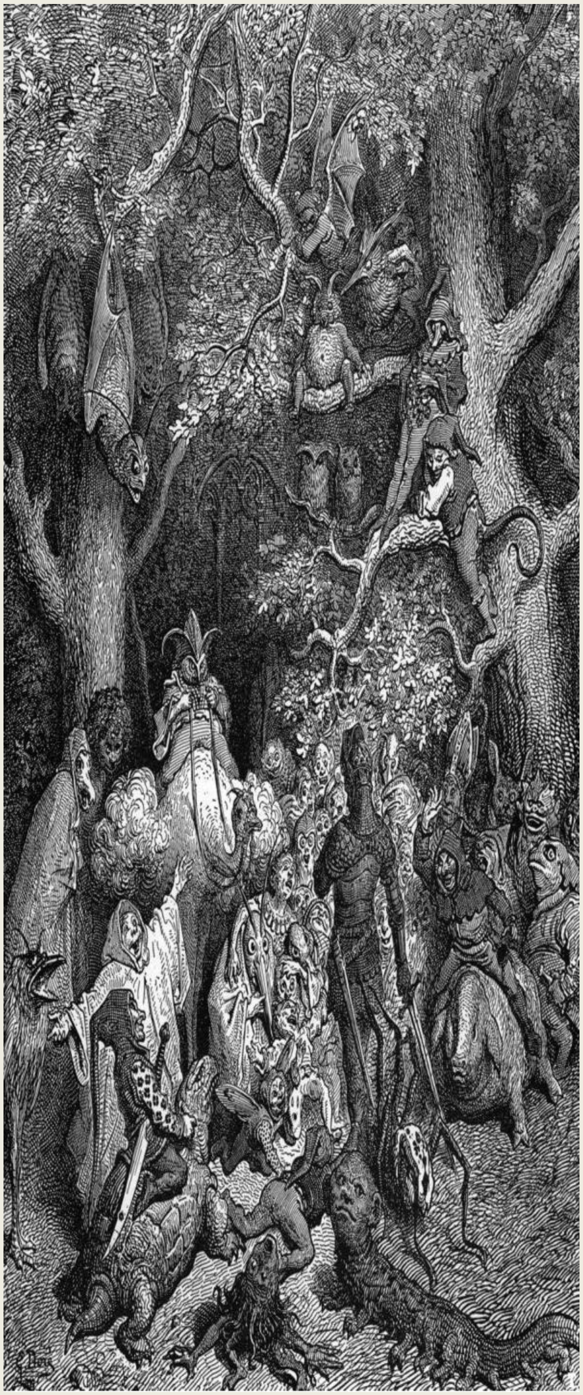


Monsters

Dorothy Hardy

Monsters in Microlite20 don't have levels like characters do but instead have what are called Hit Dice (HD). Hit Dice are a representation of how strong a monster is because the number of Hit Dice is the same number of times a die is rolled to determine the monster's Hit Points (HP).

The monsters in the tables below are grouped together by their Hit Dice, i.e. 1 Hit Die monsters are found in the Hit Die 1 table, 2 Hit Die in the Hit Die 2 table, etc.

Reading the Monster Entries

Each monster description is organized in the same general format, as outlined below.

Name, Size and Type – This is the name by which the creature is generally known. The descriptive text may provide other names. This line also describes the creature's size. A creature's size also determines how much space it occupies in a fight and how far it can reach to make a melee attack. A medium or smaller monster occupies a 5 ft. area and can attack anything within 5 ft., a large monster occupies a 10 ft. area and can attack anything up to 10 ft. away, Huge 15' area, and 15' attack, Gargantuan a 20 ft. area, and 20 ft. attack, and Colossal occupying a 30 ft. area and attacking up to 30 ft. away. Type determines how magic affects a creature.

Hit Dice – This line gives the creature's number and type of Hit Dice (the die rolled to generate hit points), and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of Hit Dice. A creature's Hit Dice total is also treated as its level for determining how spells affect the creature and its maximum ranks in a skill.

Speed – This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature has other modes of movement, these are given after (or in place of) the land speed.

Armor Class – The Armor Class line gives the creature's AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor).

Attack/Damage – This line shows the single attack the creature makes with an attack action. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or". The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point, even if a subtraction from a die roll reduces the result to 0 or lower.

Special Attacks and Special Qualities – Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack.
When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text.

Explanations of abilities not given here will be found in the, "Monsters Special Abilities," section found after the monster listings.

Abilities – This line lists the creature's ability scores, in the customary order: STR, DEX, and Mind.

Skills – This line gives the creatures Skill ranks.

Challenge Rating – This shows the average level of a party of four adventurers for which one creature would make an encounter of moderate difficulty.

Additional Notes

Monster Skills

All creatures have a bonus to all skills (*Physical, Subterfuge, Knowledge and Communication*) equal to their number of Hit Dice. If the creature is intelligent, add +3 to one skill. Add stat bonuses to suit and as logic dictates. This is intentionally kept open – if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

Monster Advancement

To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of the Hit Dice, increase the dice size for attacks (e.g. *d4->d6, d6->d8*, etc).

Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

Create Your Own

Assign Hit Dice (d8 for most things, d12 for Dragons and Undead). Attack bonus and skill level = number of Hit Dice. If it's an intelligent critter, +3 bonus to one skill. Add stat bonuses to suit.

G. Doré
Jonnard

Monsters Hit Die 1

DARKMANTLE - Small Magical Beast

Hit Dice: 1d10+1 (6HP)

Speed: 4/6 (fly)

AC: 17 (+1 size, +6 natural)

Attack/Damage:
Slam +5 (1d4+4 & grab)

Special Attacks:
Grab – If slam attack hits may grapple and constrict
Constrict – 1d4+4
Darkness – 1x/day as spell caster level 5th

Special Qualities:
Blindsight 90 ft.

Abilities:
STR16(+3), DEX10, MIND 10

Skills: all @ 1

CR: 1

A Darkmantle is about 4' long and resembles an aerial squid with webbing between its tentacles that allow it to fly.

DIRE RAT - Small Animal

Hit Dice: 1d8+1 (5HP)

Speed: 8/4 (climb)

AC: 15 (+1 size, +3DEX, +1 natural)

Attack/Damage:
Bite +4 (1d4 & disease)
Disease – Filth Fever incubation 1d3 days 1d3 DEX/1d3 STR (Fort. DC11 neg.)

Special Attacks:
Disease – Filth Fever incubation 1d3 days 1d3 DEX/1d3 STR (Fort. DC11 neg.)

Special Qualities:
Low-light vision, scent

Abilities:
STR10, DEX17(+3), MIND 12 (+1)

Skills: all @ 1

CR: 1/3

This rat is the size of a small dog, about 4 feet long and 50 pounds, with a coat of coarse fur, a long a scabby tail and two glowing red eyes.

DROW - Medium Humanoid

Hit Dice: 1d8 (4HP)

Speed: 6

AC: 16 (+1DEX, +4 chain shirt, +1 light shield)

Attack/Damage:
Rapier +3 (1d6+1) or
Hand Crossbow +2 (1d4 & posion)
Poison – unconscious/ unconscious 2d4 hr.(Fort. DC13 neg.)

Special Attacks:
Spell-like Abilities – dancing lights/ darkness

Special Qualities:
Darkvision 120 ft., spell resistance 12, light blindness – such as sunlight or daylight spell causes blindness 1 round then dazzled

Abilities:
STR13(+1), DEX13 (+1), MIND 12 (+1)

Skills: all @ 1

CR: 1

White is the most common hair color among Drow, but almost any pale shade is possible. Drow tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.

DUERGER - Medium Humanoid

Hit Dice: 1d8+5 (9)

Speed: 4

AC: 17 (+5 chainmail, +2 heavy shield)

Attack/Damage:
Warhammer +2 (1d8+1) or
Light Crossbow +1 (1d8)

Special Attacks:
Spell-like Abilities – 1x/day enlarge person/ invisibility

Special Qualities:
Darkvision 120 ft., immunity paralysis/ phantoms/ poison, light sensitivity – dazzled in sunlight/ daylight spell

Abilities:
STR13(+1), DEX11, MIND 10

Skills: all @ 1

CR: 1

Sometimes called gray dwarves, these evil beings dwell in the underground. Most Duergar are bald (even the females), and they dress in drab clothing that is designed to blend into stone. In their lairs they may wear jewelry, but it is always kept dull. They war with other dwarves, even allying with other underground creatures from time to time.

DWARF – Medium Humanoid

Hit Dice: 1d8+2

Speed: 4

AC: 16 (+4 scale mail, +2 heavy shield)

Attack/Damage:
Dwarven waraxe +3 (1d10+1) or
Shortbow +1 (1d6)

Special Qualities:
Darkvision 60 ft.

Abilities:
STR13(+1), DEX11, MIND 10

Skills: all @ 1

CR: ½

Short and stocky men and woman from under the mountains with ruddy skin, dark hair and dark eyes.

ELF – Medium Humanoid

Hit Dice: 1d8 (4)

Speed: 6

AC: 15 (+1 DEX, +3 studded leather, +1 light shield)

Attack/Damage:
Longsword +2 (1d8+1) or
Longbow +3 (1d8)

Special Qualities:
Immunity sleep spells, low-light vision

Abilities:
STR13(+1), DEX13(+1), MIND 10

Skills: all @ 1

CR: ½

Elves average 5 feet tall and typically weigh just over 100 pounds. Elves prefer colorful clothes, usually with a green-and-gray cloak that blends well with the colors of the forest.

GNOME – Small Humanoid

Hit Dice: 1d8+2 (6)

Speed: 4

AC: 15 (+1 size, +4 chain shirt, +1 light shield)

Attack/Damage:
Longsword +2 (1d6) or
Light Crossbow +3 (1d6)

Special Qualities:
Low-light vision

Abilities:
STR11, DEX11, MIND10

Skills: all @ 1

CR: 1/2

Gnomes stand 3 to 3½ feet tall and weigh 40 to 45 pounds. Their skin color ranges from dark tan to woody brown, their hair is fair, and their eyes can be any shade of blue. Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry.

GOBLIN – Small Humanoid

Hit Dice: 1d8+1 (5HP)

Speed: 6

AC: 15 (+1 size, +1 DEX, +2 leather armor, +1 light shield)

Attack/Damage:
Morningstar +2 (1d6) or
Javelin +3 (1d4)

Special Qualities:
Darkvision 60 ft.

Abilities:
STR11, DEX13(+1), MIND10

Skills: all @ 1

CR: 1/3

A goblin stands 3 to 3½ feet tall and weighs 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A goblin's skin color ranges from yellow through any shade of orange to a deep red. Goblins wear clothing of dark leather, tending toward drab, soiled-looking colors.

HALFLING – Small Humanoid

Hit Dice: 1d8+1 (5)

Speed: 4

AC: 15 (+1 size, +1 DEX, +3 studded leather, +1 light shield)

Attack/Damage:
Longsword +3 (1d6) or
Light Crossbow +3 (1d6)

Abilities:
STR11, DEX13(+1), MIND10

Skills: all @ 1

CR: ½

Halflings stand about 3 feet tall and usually weigh between 30 and 35 pounds. They have brown or black eyes. Halfling men often have long sideburns, but beards are rare among them and mustaches almost unseen.

HOBGOBLIN – Medium Humanoid

Hit Dice: 1d8+2 (6HP)

Speed: 6

AC: 15 (+1 DEX, +3 studded leather, +1 light shield)

Attack/Damage:
Longsword +2 (1d8+1) or
Javelin +3 (1d6+1)

Special Qualities:
Darkvision 60 ft.

Abilities:
STR13(+1), DEX13(+1), MIND10

Skills: all @ 1

CR: ½

Hobgoblins are larger cousins of goblins. Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair.

KOBOLD – Small Humanoid

Hit Dice: 1d8 (4HP)

Speed: 6

AC: 15 (+1 size, +1 DEX, +1 nat., +2 leather)

Attack/Damage:
Spear +1 1d6-1)

Special Qualities:
Darkvision 60 ft., light sensitivity

Abilities:
STR9(+0), DEX13(+1), MIND10(+0)

Skills: all @ 1

CR: ¼

Kobolds are short, reptilian humanoids with cowardly and sadistic tendencies. A kobold's scaly skin ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Its tail is non-prehensile. Kobolds wear ragged clothing, favoring red and orange. A kobold is 2 to 2½ feet tall and weighs 35 to 45 pounds.

MERFOLK – Medium Humanoid

Hit Dice: 1d8+2 (6)

Speed: 1/10 (swim)

AC: 15 (+1 DEX, +2 leather armor)

Attack/Damage:
Trident +2 (1d8+1) or
Heavy Crossbow +2 (1d10)

Special Qualities:
Amphibious, low-light vision

Abilities:
STR13(+1), DEX13(+1), MIND10

Skills: all @ 1

CR: ½

Slipping in and out of the crashing waves, this beautiful creature has the lower torso of a long, slender fish. A Merfolk is about 8 feet long from the top of the head to the end of the tail, and weighs about 400 pounds.

ORC – Medium Humanoid

Hit Dice: 1d8+1 (5HP)

Speed: 6

AC: 13 (+3 studded leather)

Attack/Damage:
Falchion +4 (2d4+4) or
Javelin +1 (1d6+3)

Special Qualities:
Darkvision 60 ft., light sensitivity – dazzled in daylight or by daylight spell

Abilities:
STR17(+3), DEX11(+0), MIND8(-1)

Skills: all @ 1

CR: ½

An Orc's hair usually is black. It has lupine ears, reddish eyes, a high forehead, and a prominent jaw with jutting teeth. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male Orc is a little over 6 feet tall and weighs about 210 pounds.

PIXIE - Small Fey

Hit Dice: 1d6 (3HP)

Speed: 4/12 (fly)

AC: 16 (+1 size, +4 DEX, +1 nat.)

Attack/Damage:
Short sword +5 (1d4-2) or
Longbow +5 (1d6-2)

Special Attacks:
Spell-like Abilities – dancing lights/ dispel magic/ entangle (CL1)
Special arrows – memory loss arrow (Will DC15 neg,) sleep arrow as Sleep spell (Fort. DC15 neg.)

Special Qualities:
Damage reduction 10/cold iron, greater invisibility as spell, low-light vision, spell resistance 15

Abilities:
STR7(-1), DEX18(+4), MIND 16(+3)

Skills: all @ 1

CR: 4

A Pixie stands about 2½ feet tall and weighs about 30 pounds, with long, pointy ears and small wings. Pixies wear bright clothing, often including a cap and shoes with curled and pointed toes.

SKELETON – Medium Undead

Hit Dice: 1d12 (6HP)

Speed: 6

AC: 15 (+1 DEX, +2 nat., +2 heavy steel shield)

Attack/Damage:
Scimitar +1 (1d6+1) or
2 Claws +1 (1d4+1)

Special Qualities:
Damage Reduction 5/bludgeoning, darkvision 60 ft., immunity cold, undead traits

Abilities:
STR13(+1), DEX13(+1), MIND10

Skills: all @ 1

CR: 1/3

Literally a creature of sinew and bone clad in various bits and pieces of armor and clothing with a dull glow in its empty eye sockets.

STIRGE – Tiny Magical Beast

Hit Dice: 1d10 (5HP)

Speed: 2/8 (fly)

AC: 16 (+2 size, +4 DEX)

Attack/Damage:
Touch +7 (attach)

Special Attacks:
Attach – grapple and blood drain
Blood Drain - 1d4 STR (max 4)

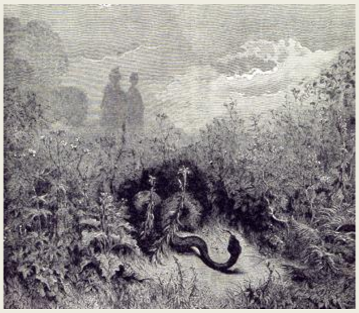
Special Qualities:
Darkvision 60 ft.

Abilities:
STR3(-4), DEX19(+4), MIND12(+1)

Skills: all @ 1

CR: ½

A Stirge's hairy body is about 1 foot long, with a wingspan of about 2 feet and it weighs about 1 pound. It has eight clawed legs and a long stinger protruding from the front of its head.



TIEFLING – Medium Outsider

Hit Dice: 1d8+1 (5)

Speed: 6

AC: 15 (+1 DEX, +3 studded leather, +1 light shield)

Attack/Damage:
Rapier +3 (1d6+1) or
Light Crossbow +2 (1d8)

Special Attacks:
Darkness – as spell 1x/day

Special Qualities:
Darkvision 60 ft., resistance cold/ electricity/ fire 5

Abilities:
STR13(+1), DEX13(+1), MIND12(+1)

Skills: all @ 1

CR: ½

Planetouched is a general word to describe someone who can trace his or her bloodline back to an outsider, usually a fiend or celestial. This lanky man sneers as he draws his sword. Tiny horns and a barbed tail reveal that he is something more than human. The effects of having a supernatural being in one's heritage last for many generations.

Monsters Hit Die 2

GHOUL - Medium Undead

Hit Dice: 2d10 (13HP)

Speed: 6

AC: 14 (+2 DEX, +2 nat.)

Attack/Damage:
Bite +2 (1d6+1 & paralysis & disease) and
2 Claws +0 (1d3 & paralysis)

Special Attacks:
Paralysis – paralyzed 1d4 rnds (Fort. DC12 neg.)
Disease – Ghoul Fever – incubation 1 day 1d3STR/ 1d3 DEX (Fort. DC12 neg.) becomes Ghoul

Special Qualities:
Darkvision 60 ft., undead traits, +2 turn resistance

Abilities:
STR13(+1), DEX15 (+2), MIND 14 (+2)

Skills: all @ 2

CR: 1

Drawn and rotting skin is pulled tight over this dead creatures bones while an eerie glow emanates from its eyes.

GNOLL - Medium Humanoid

Hit Dice: 2d8+2 (11)

Speed: 6

AC: 14 (+1 natural, +2 leather armor, +2 heavy steel shield)

Attack/Damage:
Battleaxe +3 (1d8+2) or
Shortbow +1 (1d6)

Special Qualities:
Darkvision 60 ft.

Abilities:
STR15(+2), DEX10, MIND 11

Skills: all @ 2

CR: 1

Gnolls are tall, hyena-headed, evil humanoids with dirty yellow or reddish-brown fur that wander in loose tribes. A Gnoll is about 7½ feet tall and weighs 300 pounds.

GRICK - Medium Aberration

Hit Dice: 2d8 (9)

Speed: 6/4 (climb)

AC: 16 (+2DEX, +4 natural)

Attack/Damage:
4 Tentacles +3 (1d4+2) and
Bite (1d3+1)

Special Qualities:
Damage reduction 10/ magic, darkvision 60 ft., scent

Abilities:
STR14(+2), DEX14 (+2), MIND 14 (+2)

Skills: all @ 2

CR: 3

An adult Grick is about 8 feet long from the tips of its tentacles to the end of its body and weighs some 200 pounds. Its body coloration is uniformly dark, its mouth a sickening tangle of tentacles and hooked jaws.

GRIMLOCK - Medium Monstrous Humanoid

Hit Dice: 2d8+2 (11)

Speed: 6

AC: 15 (+1DEX, +4 natural)

Attack/Damage:
Battleaxe +4 (1d8+3)

Special Qualities:
Blindsight 40 ft., Immunity gaze attacks, visual effects, illusions, and other attack forms that rely on sight, scent

Abilities:
STR15(+2), DEX13 (+1), MIND 10

Skills: all @ 2

CR: 1

A muscular humanoid stares with dark, eyeless sockets using exceptional senses of smell and hearing to notice foes nearby. Brandishing a notched, stone battleaxe it emits a low growl.

KRENSHAR - Medium Magical Beast

Hit Dice: 2d10 (11HP)

Speed: 8

AC: 15 (+2DEX, +3 nat.)

Attack/Damage:
Bite +2 (1d6) and
2 Claws +0 (1d4)

Special Attacks:
Scare – sonic, frightened Will DC13 neg.

Special Qualities:
Darkvision 60 ft., low-light vision, scent

Abilities:
STR11, DEX14 (+2), MIND 12 (+1)

Skills: all @ 2

CR: 1

The Krenshar is a strange, catlike carnivore with extremely flexible skin on its head. A typical Krenshar measures 4 or 5 feet in length with a long, narrow head. It weighs about 175 pounds.

LIZARDFOLK - Medium Humanoid

Hit Dice: 2d8+2 (11)

Speed: 6

AC: 17 (+5 natural, +2 heavy shield)

Attack/Damage:
2 Claws +2 (1d4+1) and
Bite +0 (1d4) or
Club +2 (1d6+1) and
Bite +0 (1d4) or
Javelin +1 (1d6+1)

Special Qualities:
Hold Breath - A lizardfolk can hold its breath for a number of rounds equal to four times its STR score before it risks drowning.

Abilities:
STR13(+1), DEX10, MIND 10

Skills: all @ 2

CR: 1

Lizardfolk resemble reptilian humans standing between 6' and 7' tall with brown, grey or green scales and a 3'-4' long tail, though some tribes dock their tails for religious beliefs.

PSEUDODRAGON – Tiny Dragon

Hit Dice: 2d12+2 (15)

Speed: 3/12 (fly)

AC: 18 (+2 size, +2 DEX, +4 natural)

Attack/Damage:
Sting +6 (1d3-2 & poison) and
Bite +1 (1)

Special Attacks:
Poison – sleep 1 min/ sleep 3 hr. (Fort. DC14 neg.)

Special Qualities:
Blindsense 60 ft., darkvision 60 ft., immunity sleep/ paralysis, low-light vision, spell resistance 19, telepathy - can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Abilities:
STR6 (-2), DEX15(+2), MIND12(+1)

Skills: all @ 2

CR: 1

This housecat-sized miniature dragon has fine scales, sharp horns, wicked little teeth, and a tail tipped with a barbed stinger. A Pseudodragon has a body about 1 foot long, with a 2-foot tail. It weighs about 7 pounds.

SHOCKER LIZARD – Small Magical Beast

Hit Dice: 2d10+2 (13)

Speed: 8/4/4 (climb/swim)

AC: 16 (+1 size, +2 DEX, +3 natural)

Attack/Damage:
Bite +3 (1d4)

Special Attacks:
Stunning Shock - 5 ft., (2d8 nonlethal damage Reflex DC12 ½)
Lethal Shock - Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10 + number of lizards contributing) reduces the damage by half.

Special Qualities:
Darkvision 60 ft., immune electricity, low-light vision

Abilities:
STR10, DEX15(+2), MIND12(+1)

Skills: all @ 2

CR: 2

A Shocker Lizard has a pale gray or blue underside, shading to a darker hue on its back. It has blue-black markings along its back and tail. A Shocker Lizard is about 1 foot tall at the shoulder and weighs about 25 pounds.

SHRIEKER – Medium Plant

Hit Dice: 2d8+2 (11)

Speed: 0

AC: 8 (-5 DEX, +3 natural)

Attack/Damage:
-

Special Attacks:
Shriek - Movement or a light source within 10 feet of a Shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near Shriekers come to learn that the fungus's noise means there is food nearby.

Special Qualities:
Low-light vision, plant traits

Abilities:
STR0(-5), DEX0(-5), MIND0(-5)

Skills: all @ 2

CR: 1

A shrieker is a stationary fungus that emits a loud noise to attract prey or when disturbed. Shriekers live in dark, subterranean places, often in the company of violet fungi, whose poison they are immune to. Shriekers come in of shades of purple.

TROGLODYTE – Medium Humanoid

Hit Dice: 2d8+4 (13)

Speed: 6

AC: 15 (-1 DEX, +6 natural)

Attack/Damage:
Club +1 (1d6) and
Claw -1 (1d4) or
2 Claws +1 (1d4) and
Bite -1 (1d4) or
Javelin +1 (1d6)

Special Attacks:
Stench – 30 ft. sickened 10 rnds. (Fort. DC13 neg.)

Special Qualities:
Darkvision 90 ft.

Abilities:
STR10, DEX9(-1), MIND10

Skills: all @ 2

CR: 1

A Troglodyte stands about 5 feet tall, weighs about 150 pounds and resembles Lizardfolk but are slightly smaller and even more reptilian looking.

VIOLET FUNGUS – Medium Plant

Hit Dice: 2d8+6 (15)

Speed: 2

AC: 13 (-1 DEX, +4 natural)

Attack/Damage:
4 Tentacles +3 (1d6+2 & poison)

Special Attacks:
Poison – 1d4STR/ 1d4 STR (Fort. DC 14 neg.)

Special Qualities:
Low-light vision, plant traits

Abilities:
STR14(+2), DEX8(-1), MIND11

Skills: all @ 2

CR: 3

A Violet Fungi's coloration ranges from purple overall to dull gray or violet covered with purple spots. A violet fungus flails about with its tentacles at living creatures that come within its reach.

WOLF - Medium Animal

Hit Dice: 2d8+4 (13HP)

Speed: 10

AC: 14 (+2DEX, +2 nat.)

Attack/Damage:
Bite +3 (1d6+1 & trip)

Special Attacks:
Trip – If bite attack hits trip +1

Special Qualities:
Low-light vision, scent

Abilities:
STR13 (+1), DEX15 (+2), MIND 12 (+1)

Skills: all @ 2

CR: 1

This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.

ZOMBIE - Medium Humanoid

Hit Dice: 2d12+3 (16HP)

Speed: 6 (can't run)

AC: 11 (-1 DEX, +2 nat)

Attack/Damage:
Slam +2 (1d6+1) or
Club +2 (1d6+1)

Special Qualities:
Single actions only, DR5/slashing, darkvision 60 ft., undead traits

Abilities:
STR12(+1), DEX8(-1), MIND10

Skills: all @ 2

CR: ½

Literally a creature of sinew and bone clad in various bits and pieces of armor and clothing with a dull glow in its empty eye sockets.

Monsters Hit Die 3

ANKHEG – Large Magical Beast

Hit Dice: 3d10+12 (28HP)

Speed: 6/4 (burrow)

AC: 18 (-1 size, +9 natural)

Attack/Damage:
Bite +7 (2d6+7 & 1d4 acid & grab)

Special Attacks:
Spit Acid – 30 ft. line, 4d4 acid, (Reflex DC14 ½)
Grab – If hits with bite attack may grapple

Special Qualities:
Darkvision 60 ft., low-light vision, tremorsense 60 ft.

Abilities:
STR21 (+5), DEX10, MIND13(+1)

Skills: all @ 3

CR: 3

The Ankheg is a segmented burrowing monster with a taste for fresh meat. An Ankheg has six clawed legs, mandibles, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.

BUGBEAR – Medium Humanoid

Hit Dice: 3d8+3 (16HP)

Speed: 6

AC: 17 (+1 DEX, +3 natural, +2 leather, +1 light wooden shield)

Attack/Damage:
Morningstar +5 (1d8+2) or
Javelin +3 (1d6+2)

Special Qualities:
Darkvision 60 ft., scent

Abilities:
STR15 (+2), DEX12(+1), MIND10

Skills: all @ 3

CR: 2

Taller than a man, a Bugbear's muscular body is covered in thick coarse fur and they have long, sharp fangs and claws.

CHOKER – Small Aberration

Hit Dice: 3d10+3 (16HP)

Speed: 4/2 (climb)

AC: 17 (+1 size, +2 DEX, +4 natural)

Attack/Damage:
2 Tentacles +6 (1d3+3 & grab)

Special Attacks:
Grab – If hits with bite attack may grapple and constrict
Cosntrict – (1d3+3)

Special Qualities:
Darkvision 60 ft., quickness – may make additional standard or move

Abilities:
STR16 (+3), DEX14(+2), MIND13(+1)

Skills: all @ 3

CR: 2

These vicious little predators lurk underground, grabbing whatever prey happens by. The size of a human child its long-limbed hands and feet have spiny pads that help the choker grip almost any surface.

HIPPOGRIFF – Large Magical Beast

Hit Dice: 3d10+9 (25)

Speed: 10/20 (fly)

AC: 15 (-1 size, +2 DEX, +4 natural)

Attack/Damage:
2 Claws +6 (1d4+4) and
Bite +1 (1d8+2)

Special Qualities:
Darkvision 60 ft., low-light vision, scent

Abilities:
STR18(+4), DEX15(+2), MIND13(+1)

Skills: all @ 3

CR: 2

Hippogriffs are aggressive flying creatures with the torso and hind end of a horse and front legs, wings and head of a giant eagle.

SEA HAG – Medium Monstrous Humanoid

Hit Dice: 3d8+6 (19)

Speed: 6/8 (swim)

AC: 14 (+1 DEX, +3 natural)

Attack/Damage:
2 Claws +7 (1d4+4)

Special Attacks:
Horrific Appearance - The sight of a sea hag is so revolting that anyone who sets eyes upon one loses 2d6 STR (Fort. DC13 neg.) Will not drop targets STR below 0.
Evil Eye – 3x/day, a sea hag can cast its dire gaze upon any single creature within 30 ft, dazed 3 days (Will DC13 neg.)

Special Qualities:
Amphibious, spell resistance 14, darkvision 60 ft.

Abilities:
STR19 (+4), DEX12(+1), MIND13(+1)

Skills: all @ 3

CR: 4

A Sea Hag appears as a weatherworn old woman but the bent shape belies the maliciousness within.

SHADOW - Medium Undead

Hit Dice: 3d12 (19)

Speed: 8 (fly)

AC: 13 (+2 DEX, +1 deflection)

Attack/Damage:
Incorporeal Touch +3 (1d6 STR)

Special Attacks:
Strength Damage - The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.
Create Spawn - Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Special Qualities:
Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits

Abilities:
STR0(-5), DEX14(+2), MIND12(+1)

Skills: all @ 3

CR: 3

A gloomy patch of moving darkness in roughly the shape of a human.

THOQQUA – Medium Elemental

Hit Dice: 3d8+3 (16HP)

Speed: 6/4 (burrow)

AC: 18 (+1 DEX, +7 natural)

Attack/Damage:
Slam +4 (1d6+3 & 2d6 fire (Burn))

Special Attacks:
Heat - 2d6 fire if touching or touched by
Burn - 1d4 rnds (Reflex DC12 avoid)

Special Qualities:
Darkvision 60 ft., elemental traits, immunity fire, tremorsense, vulnerability cold

Abilities:
STR15 (+2), DEX13(+1), MIND12(+1)

Skills: all @ 3

CR: 2

This creature's thick, serpentine body is protected by dense, horny plates. A visible haze of heat rises from its red-hot scales.

YETH HOUND – Medium Outsider

Hit Dice: 3d8+6 (19HP)

Speed: 8/12 (fly)

AC: 20 (+2 DEX, +8 natural)

Attack/Damage:
Bite +6 (1d8+4 &trip)

Special Attacks:
Bay - sonic, panicked 2d4 rnds. (Will DC11 neg.)
Trip - +3 to trip Skill check

Special Qualities:
DR10/silver, Darkvision 60 ft., scent

Abilities:
STR17 (+3), DEX15(+2), MIND14(+2)

Skills: all @ 3

CR: 3

A Yeth Hound stands 5 feet tall at the shoulder and weighs about 400 pounds. This emaciated, hairless canine has a strange air of menace and cruelty about it.

Monsters Hit Dice 4

AIR ELEMENTAL – Medium Elemental

Hit Dice: 4d8+8 (26)

Speed: 20 (fly)

AC: 18 (+5 DEX, +3 natural)

Attack/Damage:
Slam +8 (1d6+1)

Special Attacks:
Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.
Whirlwind – 30 ft. tall (see Monster Special Abilities)

Special Qualities:
Darkvision 60 ft., elemental traits

Abilities:
STR12 (+1), DEX21(+5), MIND11

Skills: all @ 4

CR: 3

This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.

ASSASSIN VINE - Large Plant

Hit Dice: 4d8+12 (30HP)

Speed: 1

AC: 15 (-1 size, +6 natural)

Attack/Damage:
Slam +7 (1d6+7 & grab)

Special Attacks:
Grab – If slam attack hits may grapple causing constrict damage
Constrict – 1d6+7
Entangle – 30 ft. (Reflex DC13 avoid), otherwise DC 20 STR or Escape Artist check to break free.

Special Qualities:
Blindsight 30 ft., camouflage DC20 Spot check to notice, immunity electricity, plant traits, resistance cold/fire 10

Abilities:
STR20 (+5), DEX10, MIND 13 (+1)

Skills: all @ 4

CR: 3

A vine about 20' long with smaller vines branching off that end in clusters of flat leaves with five finger-like shoots.

CENTAUR - Large Monstrous Humanoid

Hit Dice: 4d8+8 (26)

Speed: 10

AC: 14 (-1 size, +2 DEX, +3 nat.)

Attack/Damage:
Longsword +7 (2d6+6) and
2 Hooves +3 (1d6+2) or
Longbow +5 (2d6+4)

Special Qualities:
Darkvision 60 ft.

Abilities:
STR18(+4), DEX14(+2), MIND 13 (+1)

Skills: all @ 4

CR: 3

A Centaur has the upper body of a human and the lower body of a heavy horse.

DOPPELGANGER - Medium Monstrous Humanoid

Hit Dice: 4d8+4 (22)

Speed: 6

AC: 14 (+1 DEX, +4 natural)

Attack/Damage:
Slam +5 (1d6+1)

Special Attacks:
Detect thoughts – as spell (Will DC13 neg.)

Special Qualities:
Change shape – any small or med. humanoid, darkvision 60 ft., immunity sleep/ charm

Abilities:
STR12(+1), DEX13(+1), MIND 14 (+2)

Skills: all @ 4

CR: 3

In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slit pupils.

DRYAD – Medium Fey

Hit Dice: 4d6 (14)

Speed: 6

AC: 17 (+4 DEX, +3 natural)

Attack/Damage:
Dagger +6 (1d4) or
Longbow +7 (1d8)

Special Attacks:
Spell-like abilities entangle/ suggestion

Special Qualities:
Damage reduction 5/ cold iron

Abilities:
STR10, DEX19(+4), MIND 15 (+2)

Skills: all @ 4

CR: 3

A Dryad's delicate features are much like a female elf's, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves that changes color with the seasons.

EAGLE, GIANT – Large Magical Beast

Hit Dice: 4d10+4 (26)

Speed: 2/16 (fly)

AC: 15 (-1 size, +3 DEX, +3 natural)

Attack/Damage:
2 Claws +7 (1d6+4) and
Bite +2 (1d8+2)

Special Qualities:
Low-light vision, evasion

Abilities:
STR18 (+4), DEX17(+3), MIND14

Skills: all @ 4

CR: 3

A typical giant eagle stands about 10 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size. It weighs about 500 pounds.

EARTH ELEMENTAL – Medium Elemental

Hit Dice: 4d8+12 (30)

Speed: 4

AC: 18 (-1 DEX, +9 natural)

Attack/Damage:
Slam +8 (1d8+7)

Special Attacks:
Earth mastery - An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.
Push – An earth elemental can start a bull rush maneuver and the combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Special Qualities:
Darkvision 60 ft., earth glide, elemental traits

Abilities:
STR21 (+5), DEX8(-1), MIND11

Skills: all @ 4

CR: 3

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

GARGOYLE - Medium Monstrous Humanoid

Hit Dice: 4d8+19 (37)

Speed: 8/12 (fly)

AC: 16 (+2 DEX, +4 natural)

Attack/Damage:
2 Claws +6 (1d4+2) and
Bite +4 (1d6+1) and
Gore +4 (1d6+1)

Special Qualities:
Damage reduction 10/magic, darkvision 60 ft., freeze - A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Abilities:
STR15(+2), DEX14(+2), MIND 11

Skills: all @ 4

CR: 4

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes.

GELATINOUS CUBE - Large Ooze

Hit Dice: 4d10+32 (54)

Speed: 3

AC: 4 (-1 size, -5 DEX)

Attack/Damage:
Slam +2 (1d6 & 1d6 acid)

Special Attacks:
Acid – does not harm metal or stone.
Engulf - Although it moves slowly, a Gelatinous Cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.
Paralysis - A Gelatinous Cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Special Qualities:
Blindsight 60 ft., immunity electricity, Ooze traits, transparent - Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Abilities:
STR10, DEX1 (-5), MIND1(-5)

Skills: all @ 4

CR: 3

The nearly transparent gelatinous cube travels slowly along dungeon corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 10 feet on a side and weighs about 15,000 pounds, though much larger specimens are not unknown.

GHAST - Medium Undead

Hit Dice: 4d12+3 (29)

Speed: 6

AC: 17 (+3 DEX, +4 nat.)

Attack/Damage:
Bite +2 (1d8+3 & paralysis & disease)
and
2 Claws +3 (1d4+1 & paralysis)

Special Attacks:
Paralysis – paralyzed 1d4 rnds. (Fort. DC15 neg.)
Disease – Ghoul Fever – incubation 1 day 1d3STR/ 1d3 DEX (Fort. DC15 neg.) becomes Ghoul
Stench – 10 ft. 1d6+4 min. (Fort. DC15 neg.)

Special Qualities:
Darkvision 60 ft., undead traits, +2 turn resistance

Abilities:
STR17(+3), DEX17 (+3), MIND 14 (+2)

Skills: all @ 4

CR: 3

Eyes glow from deep within this creatures withered body as a sharp stench and toothy grin greets you.

GIBBERING MOUTHER - Medium Aberration

Hit Dice: 4d8+24 (42)

Speed: 2/4 (swim)

AC: 17 (+1 DEX, +8 natural)

Attack/Damage:
6 Bites +4 (1 & Grab) and
Spittle +4 30 ft. touch attack(1d4 acid & blindness(spittle))

Special Attacks:
Grab – if bite attack hits may Grapple
Spittle – blinded 1d4 rnds (Fort. DC18 neg.)
Gibbering – sonic 60 ft. confusion 1d2 rnds (Will DC13 neg.)
Swallow Whole - can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check.
Blood Drain - A swallowed opponent automatically takes 1d4 points of Strength damage each round.
Ground Manipulation - can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouther in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Special Qualities:
Amorphous, damage reduction 5/ bludgeoning, darkvision 60 ft.

Abilities:
STR10, DEX13 (+1), MIND 13 (+1)

Skills: all @ 4

CR: 5

A Gibbering Mouther is a horrible creature seemingly drawn from a lunatic's nightmares with eyes and toothy mouths opening and closing all over the creature's doughy body.

OGRE - Large Giant

Hit Dice: 4d8+11 (29)

Speed: 6

AC: 17 (-1 size, -1 DEX, +5 natural, +3 hide armor)

Attack/Damage:
Greatclub +8 (2d8+7) or
Javelin +1 (1d8+5)

Special Qualities:
Darkvision 60 ft., low-light vision

Abilities:
STR21(+5), DEX8 (-1), MIND10

Skills: all @ 4

CR: 3

Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

OWL, GIANT - Large Magical Beast

Hit Dice: 4d10+4 (26)

Speed: 2/14 (fly)

AC: 15 (-1 size, +3 DEX, +3 natural)

Attack/Damage:
2 Claws +7 (1d6+4) and
Bite +2 (1d8+2)

Special Qualities:
Low-light vision

Abilities:
STR18(+4), DEX17 (+3), MIND14(+2)

Skills: all @ 4

CR: 3

Nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent, and though naturally suspicious, sometimes associate with good creatures. A typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way except size.

PEGASUS - Large magical Beast

Hit Dice: 4d10+12 (34)

Speed: 12/22 (fly)

AC: 16 (-1 size, +2 DEX, +3 natural)

Attack/Damage:
2 Hooves +7 (1d6+4) and
Bite +2 (1d3+2)

Special Qualities:
Darkvision 60 ft., low-light vision, scent

Abilities:
STR18(+4), DEX15(+2), MIND 13(+1)

Skills: all @ 4

CR: 3

A magnificent winged horse highly prized as an aerial steed, Pegasi are wild and shy creatures not easily tamed. A typical Pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. Pegasi cannot speak, but they understand Common.

HELLHOUND - Medium Outsider

Hit Dice: 4d8+4 (22)

Speed: 8

AC: 16 (+1 DEX, +5 natural)

Attack/Damage:
Bite +5 (1d8+1 & 1d6 fire)

Special Attacks:
Breath Weapon – fire 10 ft. cone 1x/2d4 rnds. (2d6 fire) (Reflex DC13 ½)

Special Qualities:
Darkvision 60 ft., immunity fire, scent, vulnerability cold

Abilities:
STR13(+1), DEX13(+1), MIND 10

Skills: all @ 4

CR: 3

A typical hell hound stands 4½ feet high at the shoulder and weighs 120 pounds with reddish fur and black markings and features, white claws, and burning, fiery red eyes.

SHADOW MASTIFF – Medium Outsider

Hit Dice: 4d8+12 (30)

Speed: 10

AC: 14 (+1 DEX, +3 natural)

Attack/Damage:
Bite +7 (1d6+4)

Special Attacks:
Bay - When a shadow mastiff howls or barks, all creatures within a 300-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect.
Trip – can attempt trip +3 with successful bite attack

Special Qualities:
Darkvision 60 ft., shadow blend - In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving total concealment. Artificial illumination, such as a light spell, does not negate this ability. A *daylight* spell, however, will, scent

Abilities:
STR17(+3), DEX13(+1), MIND12(+1)

Skills: all @ 4

CR: 5

This creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth. A shadow mastiff is slightly more than 2 feet high at the shoulder and weighs about 200 pounds.

SPIDER, LARGE – Large Spider

Hit Dice: 4d8+4 (22)

Speed: 6/4 (climb)

AC: 14 (-1 size, +3 DEX, +2 natural)

Attack/Damage:
Bite +4 (1d8+3 & poison)

Special Attacks:
Poison – 1d6STR/ 1d6STR (Fort. DC13 neg.)
Web - This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet. An entangled creature can escape with a successful Escape Artist (DC13) check or burst it with a Strength check (DC17). The web has 12 hit points.

Special Qualities:
Darkvision 60 ft., tremorsense 60 ft., vermin traits

Abilities:
STR15(+2), DEX17(+3), MIND10

Skills: all @ 4

CR: 2

All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey. Monstrous spiders come in two general types: hunters and web-spinners. Hunters rove about, while web-spinners usually attempt to trap prey. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web-spinners can.

UNICORN – Large Magical Beast

Hit Dice: 4d10+20 (42)

Speed: 12

AC: 18 (-1 size, +3 DEX, +6 natural)

Attack/Damage:
Horn +11 (1d8+8) and
2 Hooves +3 (1d4+2)

Special Qualities:
Darkvision 60 ft., spell-like abilities – cure light wounds/ neutralize poison/ teleport, immunity poison/ charm, low-light vision, scent

Abilities:
STR20 (+5), DEX17(+3), MIND21(+5)

Skills: all @ 4

CR: 3

This magnificent beast looks like a white horse, 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds, but with a single long ivory horn on its forehead.

VAMPIRE SPAWN – Medium Undead

Hit Dice: 4d12+3 (29)

Speed: 6

AC: 15 (+2 DEX, +3 natural)

Attack/Damage:
Slam +5 (1d6+4 & energy drain)

Special Attacks:
Energy Drain – one negative level and vampire gains 5hp (Fort. DC14 neg.)
Domination - A vampire spawn can crush an opponent's will just by looking onto his or her eyes 30 ft. (Will DC14 neg.) or fall instantly under the vampire's influence. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected.
Blood Drain - A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of STR drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit pints.

Special Qualities:
+2 Turn Resistance, damage reduction 5/ silver, darkvision 60 ft., fast healing 2, gaseous form, resistance cold/ electricity 10, spider climb – as the spell Wiz2, undead traits

Abilities:
STR16 (+3), DEX14(+2), MIND13(+1)

Skills: all @ 4

CR: 4

Vampire spawn are undead creatures that come into being when vampires slay mortals. Like their creators, spawn remain bound to their coffins and to the soil of their graves. Vampire spawn appear much as they did in life, although their features are often hardened, with a predatory look.

WATER ELEMENTAL – Medium Elemental

Hit Dice: 4d8+12 (30)

Speed: 4/18 (swim)

AC: 19 (+1 DEX, +8 natural)

Attack/Damage:
Slam +6 (1d8+4)

Special Attacks:
Water Mastery - A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls.
An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental.
Drench - The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).
Vortex – A whirlpool, 30 ft. tall, with same traits as a Whirlwind (see Monster Special Abilities)

Special Qualities:
Darkvision 60 ft., elemental traits

Abilities:
STR16 (+3), DEX12(+1), MIND11

Skills: all @ 4

CR: 3

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

WIGHT – Medium Undead

Hit Dice: 4d12 (26)

Speed: 6

AC: 15 (+1 DEX, +4 natural)

Attack/Damage:
Slam +3 (1d4+1 & energy drain)

Special Attacks:
Energy Drain – one negative level and Wight gains 5hp (Fort. DC14 neg.)
Create Spawn - Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death.

Special Qualities:
Darkvision 60 ft., undead traits

Abilities:
STR12(+1), DEX12(+1), MIND13(+1)

Skills: all @ 4

CR: 3

A Wight is about the height and weight of a human but the appearance is a weird and twisted reflection of the form it had in life compared to its debased self now.

WORG – Medium Magical Beast

Hit Dice: 4d10+8 (30HP)

Speed: 10

AC: 14 (+2 DEX, +2 natural)

Attack/Damage:
Bite +7 (1d6+4 &Trip)

Special Attacks:
Trip – If bite attack hits may trip +3

Special Qualities:
Darkvision 60 ft., low-light-vision, scent

Abilities:
STR17 (+3), DEX15(+2), MIND14(+2)

Skills: all @ 4

CR: 2

More intelligent than their smaller cousins, the wolf, a Worg has gray or black fur, grows to 5 feet long and stands 3 feet tall at the shoulder. It weighs 300 pounds.

Monsters Hit Die 5

COCKATRICE - Small Magical Beast

Hit Dice: 5d10 (27)

Speed: 4/12 (fly)

AC: 14 (+1 size, +3 DEX)

Attack/Damage:
Bite +9 (1d4-2 & pertrification)

Special Attacks:
Petrification – turn to stone (Fort. DC12 neg.)

Special Qualities:
Darkvision 60 ft., low-light vision

Abilities:
STR6(-2), DEX17(+3), MIND 13 (+1)

Skills: all @ 5

CR: 3

A male cockatrice has wattles and a comb, just like a rooster and resembles one as such except for its bat-like wings and long reptilian tail. Females, much rarer than males, differ only in that they have no wattles or comb. A cockatrice weighs about 25 pounds.

ETTERCAP - Medium Aberration

Hit Dice: 5d8+5 (27)

Speed: 6/6 (climb)

AC: 14 (+3 DEX, +1 natural)

Attack/Damage:
Bite +5 (1d8+2 & poison) and
2 Claws +3 (1d3+1)

Special Attacks:
Poison – 1d6DEX/ 2d6DEX (Fort. DC15 neg.)
Web – (see Monster Special Abilities)

Special Qualities:
Low-light vision

Abilities:
STR14(+2), DEX17(+3), MIND 15 (+2)

Skills: all @ 5

CR: 5

An ettercap is a hideous purple creature that walks upright like a man, but its face is that of a spider, and its hands are sickle-shaped claws. It stands about 6 feet tall and weighs about 200 pounds.

OGRE MAGE – Large Giant

Hit Dice: 5d8+15 (37)

Speed: 8/ 8 (fly)

AC: 15 (-1 size, +5 natural, +4 chain shirt)

Attack/Damage:
Greatsword +7 (3d6+7) or
Longbow +2 (2d6)

Special Attacks:
Spell-like Abilities – darkness/ cone of cold/ gaseous form

Special Qualities:
Change shape - an ogre mage can assume the form of any Small, Medium, or Large humanoid or giant, darkvision 60 ft., low-light vision, regeneration 5 –, fire and acid deal normal damage, spell resistance 19, flight – can cease or resume flight as a free action

Abilities:
STR21 (+5), DEX10, MIND14(+2)

Skills: all @ 5

CR: 8

An ogre mage stands about 10 feet tall and weighs up to 700 pounds. Its skin varies in color from light green to light blue, its hair is black or very dark brown and tusks glisten from between its lips. A pair of stunted horns grows from its head. Ogre mages favor loose, comfortable clothing and lightweight armor.

OWLBEAR – Large magical Beast

Hit Dice: 5d10+25 (52)

Speed: 6

AC: 15 (-1 size, +1 DEX, +5 natural)

Attack/Damage:
2 Claws +9 (1d6+5 & grab) and
Bite +4 (1d8+2)

Special Attacks:
Grab – if hits with claw may grapple

Special Qualities:
Scent

Abilities:
STR21 (+5), DEX12(+1), MIND12(+1)

Skills: all @ 5

CR: 4

An amalgam of fur and feathers, an Owlbear's coat ranges in color from brown-black to yellowish brown, this bizarre half-bear, half-owl monstrosity can stand as tall as 8 feet and weigh up to 1,500 pounds with huge, ursine claws and its beak is a dull ivory color. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes.

PHASE SPIDER - Large Magical Beast

Hit Dice: 5d10+15 (42)

Speed: 8/4 (climb)

AC: 15 (-1 size, +3 DEX, +3 natural)

Attack/Damage:
Bite +7 (1d6+4 & poison)

Special Attacks:
Poison – 1d8STR/ 1d8STR (Fort. DC17 neg.)

Special Qualities:
Darkvision 60 ft., ethereal jaunt - a phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or during a move action), low-light vision

Abilities:
STR17(+3), DEX17(+3), MIND13(+1)

Skills: all @ 5

CR: 5

This large spider-like monster has an eerie, humanoid face surrounded by a shaggy mane of fur. Phase spiders are aggressive predators that can move quickly from the Ethereal Plane to attack opponents on the Material Plane. A typical phase spider's body is 8 feet long. It weighs about 700 pounds.

RUST MONSTER - Medium Aberration

Hit Dice: 5d8+5 (27)

Speed: 8

AC: 18 (+3 DEX, +5 natural)

Attack/Damage:
Antennae touch (rust) and
Bite -2 (1d3)

Special Attacks:
Rust - A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved.

Special Qualities:
Darkvision, scent

Abilities:
STR10, DEX17(+3), MIND13(+1)

Skills: all @ 5

CR: 3

This insect-like monster has four legs, a bumpy almost shell like back, strange triangular-shaped protrusion at the end of its tail, and two long, feathery antennae. The hide of these creatures varies in color from a yellowish tan underside to a rust-red upper back. A rust monster's prehensile antennae can rust metals on contact. The typical Rust Monster is the size of a small horse.

SATYR - Medium Fey

Hit Dice: 5d6+5 (22)

Speed: 8

AC: 15 (+1 DEX, +4 natural)

Attack/Damage:
Head Butt +2 (1d6) and
Dagger -3 (1d4) or
Shortbow +3 (1d6)

Special Attacks:
Pipes - Satyrs can play a variety of magical tunes on their pan pipes. When it plays, all creatures within a 60-foot spread must succeed on a DC 13 Will save or be affected by *charm person*, *sleep*, or *fear*.

Special Qualities:
Damage reduction 5/ cold iron, low-light vision

Abilities:
STR10, DEX13(+1), MIND13(+1)

Skills: all @ 5

CR: 4

This handsome, grinning man has the furry legs of a goat and a set of curling ram horns extending from his temples. A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall and heavy as a half-elf.

SCORPION, LARGE – Large Vermin

Hit Dice: 5d8+10 (32)

Speed: 10

AC: 16 (-1 size, +7 natural)

Attack/Damage:
2 Claws +6 (12d6+4 &grab) and
Sting +1 (1d6+2 & poison)

Special Attacks:
Grab – if claw attack hits may grab and constrict
Constrict – on a successful grapple deals constrict damage (1d6+4)
Poison – 1d4STR/ 1d4STR (Fort. DC14 neg.)

Special Qualities:
Darkvision 60 ft., tremorsense 60 ft., vermin traits

Abilities:
STR19(+4), DEX10, MIND10

Skills: all @ 5

CR: 3

Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.

WRAITH – Medium Undead (incorporeal)

Hit Dice: 5d12 (32HP)

Speed: 12 (fly)

AC: 15 (+3 DEX, +2 Deflection)

Attack/Damage:
Incorporeal touch +5 (1d4 & drain)

Special Attacks:
Drain – Fort. 1d6 STR DC14 Wraith gains 5HP

Special Qualities:
Darkvision 60 ft., daylight powerlessness - Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it, incorporeal traits, +2 turn resistance, undead traits, unnatural aura

Abilities:
STR0 (-5), DEX16(+3), MIND14(+2)

Skills: all @ 5

CR: 5

Wraiths are incorporeal creatures born of evil and darkness. In some cases, the grim silhouette of a wraith might appear armored or outfitted with weapons. This appearance reflects the shape it had in life. A wraith is about as tall as a human and is weightless.

XILL – Medium Elemental

Hit Dice: 5d8+10 (32HP)

Speed: 8

AC: 20 (+3 DEX, +7 natural)

Attack/Damage:
2 Short swords +7 (1d6+2) and
2 Claws +7 (1d4+2 & Grab) or
4 Claws +5 (1d4+2 & Grab) or
2 Longbows +4 (1d8)

Special Attacks:
Grab - (Grapple +2 (Bite 0d0 & par.))
Paralysis - 1d4 hr. (Fort. DC14 neg.)

Special Qualities:
Darkvision 60 ft., planewalk, SR21

Abilities:
STR15 (+2), DEX16(+3), MIND12(+1)

Skills: all @ 5

CR: 6

This flame-red humanoid appears to be a strange mix of insect and reptile, with four arms and twitching, fanged mandibles.

Monsters Hit Die 6

BASILISK – Medium Magical Beast

Hit Dice: 6d10+12 (45HP)

Speed: 4

AC: 16 (-1 DEX, +7 natural)

Attack/Damage:
Bite +8 (1d8+3)

Special Attacks:
Petrifying Gaze – Turn to stone, 30 ft., Fort. DC13 neg.

Special Qualities:
Darkvision 60 ft., low-light vision

Abilities:
STR15 (+2), DEX8(-1), MIND12(+1)

Skills: all @ 6

CR: 5

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds.

CLOAKER - Large Aberration

Hit Dice: 6d8+18 (45)

Speed: 2/8 (fly)

AC: 19 (-1 size, +3 DEX, +7 natural)

Attack/Damage:
Tail slap +8 (1d6+5) and
Bite +3 (1d4+2)

Special Attacks:
Moan – 30 ft. cone prone and nauseated 1d4+1 rnds (Fort. DC15 neg.)
Engulf – On successful grapple bites +4 and may still attack with tail

Special Qualities:
Darkvision 60 ft., shadow shift – concealment 1d4 rnds

Abilities:
STR21(+5), DEX16(+3), MIND 15 (+2)

Skills: all @ 6

CR: 5

When resting or lying in wait, these creatures are almost impossible to distinguish from common black cloaks (the Cloaker's ivory claws look very much like bone clasps). Only when it unfurls does the horrific nature of the creature become apparent.

DIRE WOLF - Large Animal

Hit Dice: 6d8+18 (45)

Speed: 10

AC: 14 (-1 size, +2 DEX, +3 natural)

Attack/Damage:
Bite +11 (1d8+10 & trip)

Special Attacks:
Trip – if bite attack hits +11 to trip

Special Qualities:
Low-light vision, scent

Abilities:
STR25(+7), DEX15(+2), MIND 12 (+1)

Skills: all @ 6

CR: 3

A huge wolf about the size of a horse with coarse fur and glowing eyes. Dire wolves are mottled gray or black, about 9 feet long and weighing some 800 pounds.

DRIDER – Large Aberration

Hit Dice: 6d8+18 (45)

Speed: 6/3 (climb)

AC: 17 (-1 size, +2 DEX, +6 natural)

Attack/Damage:
2 Daggers +3 (1d6+2) and
Bite +1 (1d4+1 & poison) or
Shortbow +5 (1d8)

Special Attacks:
Poison – 1d6 STR/ 1d6 STR (Fort. DC16 neg.)
Spells – as 6th Cleric/ Wizard
Spell-like Abilities darkness/ dispel magic/ suggestion

Special Qualities:
Darkvision 60 ft., spell resistance 17

Abilities:
STR15(+2), DEX15(+2), MIND 16 (+3)

Skills: all @ 6

CR: 7

A Drider has the torso and head of a Drow and the lower body of a huge spider.

HOWLER - Large Outsider

Hit Dice: 6d8+12 (39)

Speed: 12

AC: 17 (-1 size, +3 DEX, +5 natural)

Attack/Damage:
Bite +10 (2d8+5) and
1d4 quills +5 (1d6+2 & lodged)

Special Attacks:
Quills - each lodged quill gives -1 attacks, saves, checks (Reflex DC16 neg.) DC20 heal check and 1d6 damage to remove quill.

Special Qualities:
Darkvision 60 ft.

Abilities:
STR21(+5), DEX17(+3), MIND 14 (+2)

Skills: all @ 6

CR: 3

Howlers live on planes where chaos and evil hold sway. A howler is about 8 feet long and weighs about 2,000 pounds. This vile predator has a hide as thick and tough as leather. A howler's neck bristles with wicked ebony quills running from its head, down its back, and to its tail.

HYDRA (5 heads) - Huge Magical Beast

Hit Dice: 6d10+33 (66)

Speed: 4/4 (swim)

AC: 16 (-2 size, +1 DEX, +7 natural)

Attack/Damage:
6 Bites +8 (1d10+3)

Special Qualities:
Darkvision 60 ft., fast healing 16, low-light vision, scent

Abilities:
STR17(+4), DEX12(+1), MIND10

Skills: all @ 6

CR: 5

Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds.

MANTICORE - Large Magical Beast

Hit Dice: 6d10+24 (57)

Speed: 6/10 (fly)

AC: 17 (-1 size, +2 DEX, +6 natural)

Attack/Damage:
2 Claws +10 (2d4+5) and
Bite +8 (1d8+2) or
6 Spikes +8 (1d8+2)

Special Attacks:
Spikes - With a snap of its tail, a manticore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other.

Special Qualities:
Darkvision 60 ft., low-light vision, scent

Abilities:
STR20(+5), DEX15(+2), MIND 12 (+1)

Skills: all @ 6

CR: 5

This creature has a vaguely humanoid head, the body of a lion, and the wings of a dragon. Its back has a row of spikes and its tail ends in long, sharp spikes.

MEDUSA – Medium Monstrous Humanoid

Hit Dice: 6d8+6 (33)

Speed: 6

AC: 15 (+2 DEX, +3 natural)

Attack/Damage:
Shortbow +8/+3 (1d6) or
Dagger +8/+3 (1d4) and
Snakes +3 (1d4 & poison)

Special Attacks:
Poison – 1d6STR/ 2d6STR (Fort. DC15 neg.)
Petrifying Gaze – 30 ft. turn to stone (Fort. DC15 neg.)

Special Qualities:
Darkvision 60 ft., immunity cold, low-light vision, scent, vulnerability fire

Abilities:
STR18 (+4), DEX13(+1), MIND13(+1)

Skills: all @ 6

CR: 5

This slender, attractive woman has strangely glowing eyes from a hideous face and a full head of writhing, hissing snakes for hair. A medusa tries to disguise its true nature until the intended victim is within range of its petrifying gaze, using subterfuge and bluffing games to convince the target that there is no danger. It uses normal weapons to attack those who avert their eyes or survive its gaze, while its poisonous snakes strike at adjacent opponents.

MINOTAUR – Large Monstrous Humanoid

Hit Dice: 6d8+12 (39)

Speed: 6

AC: 14 (-1 size, +5 natural)

Attack/Damage:
Greataxe +9/+4 (3d6+6) and
Gore +4 (1d8+2)

Special Attacks:
Powerful Charge - A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

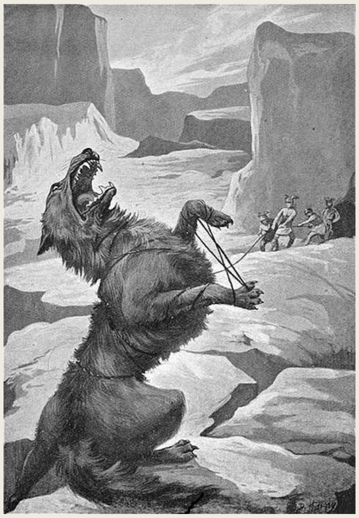
Special Qualities:
Darkvision 60 ft., scent

Abilities:
STR19 (+4), DEX10, MIND10

Skills: all @ 6

CR: 4

With the body of a powerfully built man covered in thick hair and the head of a snarling bull, this creature stomps its hooves and its eyes gleam as if preparing to charge.



NYMPH – Medium Fey

Hit Dice: 6d6+6 (27)

Speed: 6/4 (swim)

AC: 14 (+3 DEX, +4 deflection)

Attack/Damage:
Dagger +6 (1d4)

Special Attacks:
Blinding Beauty – This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 17 Fortitude save or be blinded permanently as though by the blindness spell. A nymph can suppress or resume this ability as a free action.
Spells – Cleric
Spell-like Abilities – dimension door
Stunning Glance - As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds.

Special Qualities:
Damage reduction 10/ cold iron, low-light vision, unearthly grace - +4 to all saving throws

Abilities:
STR10, DEX17(+3), MIND17(+3)

Skills: all @ 6

CR: 7

A Nymph is about the height and weight of a delicate female elf that is both captivating and dangerous. She has long hair, large eyes and pointed, swept back ears.

OTYUGH – Large Aberration

Hit Dice: 6d8+9 (36)

Speed: 4

AC: 17 (-1 size, +8 natural)

Attack/Damage:
2 Tentacles +4 (1d6 & grab) and
Bite -2 (1d4 & disease)

Special Attacks:
Grab – if hits with tentacle may grapple and constrict.
Constrict – on successful grapple check deals automatic tentacle damage (1d6)
Disease – Filth Fever, incubation 1d3 days, 1d3DEX/ 1d3STR (Fort. DC14 neg,)

Special Qualities:
Darkvision 60 ft., scent

Abilities:
STR11, DEX10, MIND12(+1)

Skills: all @ 6

CR: 4

This three-legged creature is mostly mouth with rows of short sharp teeth. Three tentacles, two ending in round, flat hands with spiked barbs extend from its sides while the other one has eyes and extends from its rock –like back. A typical Otyugh has a body 8 feet in diameter and weighs about 500 pounds.

TROLL – Large Giant

Hit Dice: 6d8+36 (63)

Speed: 6

AC: 15 (-1 size, +2 DEX, +5 natural)

Attack/Damage:
2 Claws +9 (1d6+6 & rend) and
Bite +4 (1d6+3)

Special Attacks:
Rend – if both claw attacks hit additional (2d6+9)

Special Qualities:
Darkvision 90 ft., low-light vision, regeneration 5, scent

Abilities:
STR23(+6), DEX14(+2), MIND9(-1)

Skills: all @ 6

CR: 5

A typical adult troll is tall and thin standing about 9 feet tall and weighing 500 pounds. Females are slightly larger than males. A troll's rubbery hide is moss green, mottled green and gray, or putrid gray and their hair is usually greenish black or iron gray. Trolls walk upright but hunched forward with sagging shoulders. Their gait is uneven, and when they run, their arms dangle and clawed hands drag along the ground. For all this seeming awkwardness, trolls are very agile.

WINTER WOLF – Large Magical Beast

Hit Dice: 6d10+18 (51HP)

Speed: 10

AC: 15 (-1 size, +1 DEX, +5 natural)

Attack/Damage:
Bite +9 (1d8+6 & 1d6 cold & trip)

Special Attacks:
Trip – If bite attack hits may trip +8
Breath Weapon – 15 ft. cone 4d6 cold, Reflex DC16 ½ .

Special Qualities:
Darkvision 60 ft., immunity cold, low-light vision, scent, vulnerability fire

Abilities:
STR18 (+4), DEX13(+1), MIND13(+1)

Skills: all @ 6

CR: 5

This bear-sized wolf, about 8 feet long and 4 1/2 feet at the shoulder, has white fur and ice-frost around its muzzle that tinkles as it moves its head. Its eyes are pale blue, almost white in color, and an icy-cold air comes out of its mouth in freezing breaths.

Monsters Hit Die 7

DJINNI – Large Outsider

Hit Dice: 7d8+14 (45)

Speed: 4/12 (fly)

AC: 16 (-1 size, +4 DEX, +3 natural)

Attack/Damage:
2 Slams +10 (1d8+4)

Special Attacks:
Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against a Djinni.
Spell-like Abilities – invisibility/ create food and water/ gaseous form
Whirlwind – 50 ft. tall, (see Monster Special Abilities)

Special Qualities:
Darkvision 60 ft., immunity acid, plane shift, telepathy 100 ft.

Abilities:
STR18 (+4), DEX19(+4), MIND15(+2)

Skills: all @ 7

CR: 5

This creature stands nearly twice as tall as a human with darkish skin and its lower torso trails away in a smoky vortex.

GRIFFON – Large Magical Beast

Hit Dice: 7d10+21 (59)

Speed: 6/16 (fly)

AC: 17 (-1 size, +2 DEX, +6 natural)

Attack/Damage:
Bite +11 (2d6+4) and
2 Claws +8 (1d4+2)

Special Attacks:
Pounce – If Griffon dives or charges foe may add two rake attacks.
Rake – (1d6+2)

Special Qualities:
Darkvision 60 ft., low-light vision, scent

Abilities:
STR18 (+9), DEX15(+2), MIND13(+1)

Skills: all @ 7

CR: 4

Griffons are powerful, majestic creatures with the characteristics of both a lion, the body, and an eagle, the head and forelegs. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerges from the creature's back and span 25 feet or more. A griffon weighs about 500 pounds.

HARPY – Medium Monstrous Humanoid

Hit Dice: 7d8 (31)

Speed: 6/16 (fly)

AC: 13 (+2 DEX, +1 natural)

Attack/Damage:
Club +7/+2 (1d6) and
2 Claws +2 (1d3)

Special Attacks:
Captivating Song – 300 ft. sonic, mind-affecting charm as long as Harpy sings +1 rnd. victim takes no actions except to defend self (Will DC16 neg.)

Special Qualities:
Darkvision 60 ft.

Abilities:
STR10, DEX15(+2), MIND12(+1)

Skills: all @ 7

CR: 4

Save for the tattered wings and taloned feet, this creature resembles a feral woman with a reptilian look about her. Harpies like to entrance hapless travelers with their magical songs and lead them to unspeakable torments. Only when a harpy has finished playing with its new "toys" will it release them from suffering by killing and consuming them.

MIMIC – Large Aberration

Hit Dice: 7d8+21 (52)

Speed: 2

AC: 15 (-1 size, +1 DEX, +5 natural)

Attack/Damage:
2 Slams +9 (1d8+4)

Special Attacks:
Adhesive - A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples and crushes any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off.
Crush – on a successful grapple (1d8+4)

Special Qualities:
Darkvision 60 ft., immunity acid, mimic shape - A mimic can assume the general shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide door frame.

Abilities:
STR19 (+4), DEX12(+1), MIND13(+1)

Skills: all @ 7

CR: 4

A mimic appears as a normal object, chest, chair, or table and can have almost any dimensions, but usually is not more than 10 feet long. A typical mimic has a volume of 150 cubic feet (5 feet by 5 feet by 6 feet) and weighs about 4,500 pounds. When prey comes close the mimic grows appendages and a large mouth with many sharp teeth appears.

RAKSHASA – Medium Outsider

Hit Dice: 7d8+21 (52)

Speed: 8

AC: 21 (+2 DEX, +9 natural)

Attack/Damage:
2 Claws +8 (1d4+1) and
Bite +3 (1d6)

Special Attacks:
Detect Thoughts - A Rakshasa can continuously use *detect thoughts* as the spell (Will DC 15 neg.).
Spells - Wizard

Special Qualities:
Change shape - A Rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a Rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead), damage reduction 15/ good and piercing, darkvision 60 ft., spell resistance 27

Abilities:
STR12 (+1), DEX14(+2), MIND13(+1)

Skills: all @ 7

CR: 10

A Rakshasa is about the same height and weight as a human, has the features of a tiger and its palms and backwards-bending fingers are on the tops of its hands. It's bestial, snarling visage leave little doubt as to its fiendish nature.

REMORHAZ – Huge Magical Beast

Hit Dice: 7d10+35 (73)

Speed: 6/4 (borrow)

AC: 20 (-2 size, +1 DEX, +11 natural)

Attack/Damage:
Bite +13 (2d8+12 & grab)

Special Attacks:
Grab – if bite hits may grapple
Swallow Whole - When a Remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 8d6 points of fire damage per round from the Remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15).

Special Qualities:
Darkvision 60 ft., heat - an enraged Remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a Remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the Remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a Remorhaz is allowed a DC 18 Fortitude save to avoid destruction, low-light vision, tremorsense 60 ft.

Abilities:
STR26 (+13), DEX13(+1), MIND12(+1)

Skills: all @ 7

CR: 7

An immense centipede-like beast erupts from the snow, rows of chitinous plates on its back glowing red-hot. A Remorhaz is whitish-blue in color but pulses with a reddish glow from the heat its body produces. The creature is a little more than 20 feet long, with a body about 5 feet wide. It weighs about 10,000 pounds.

SPECTRE – Medium Undead

Hit Dice: 7d12 (45)

Speed: 8/16 (fly)

AC: 15 (+3 DEX, +2 deflection)

Attack/Damage:
Incorporeal Touch +6 (1d8 & energy drain)

Special Attacks:
Energy Drain – Spectre's touch deals two negative levels (Fort. DC15 neg.)
Create Spawn - Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death.

Special Qualities:
Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness - powerless in natural sunlight and flee from it. A spectre caught in sunlight cannot attack and can take only a single move action or standard action in a round, undead traits, unnatural aura – animals can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so.

Abilities:
STR0, DEX16(+3), MIND15(+2)

Skills: all @ 7

CR: 7

A Spectre looks much as it did in life and can be easily recognized by those who knew the individual or have seen the individual's face in a painting or a drawing. In many cases, the evidence of a violent death is visible on its body. A Spectre is roughly human-sized and is weightless.

TREANT – Huge Plant

Hit Dice: 7d8+35 (66)

Speed: 6

AC: 20 (-2 size, -1 DEX, +13 natural)

Attack/Damage:
2 Slams +12 (2d6+9)

Special Attacks:
Animate Trees - A Treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a Treant in all respects. Animated trees lose their ability to move if the Treant that animated them is incapacitated or moves out of range.
Trample – 2d6+13 (Reflex DC22 ½)

Special Qualities:
Damage reduction 10/ slashing, low-light vision, plant traits, vulnerability fire

Abilities:
STR29(+9), DEX8(-1), MIND16(+3)

Skills: all @ 7

CR: 8

This animated tree's bark is knotted into vaguely humanoid features, with branches for arms and roots for legs. A Treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds.

WYVERN – Large Dragon

Hit Dice: 7d12+14 (59HP)

Speed: 4/10 (fly)

AC: 18 (-1 size, -1 DEX, +8 nat.)

Attack/Damage:
Sting +10 (1d6+4 & poison) and
Bite +8 (2d8+4) and
2 Wings +8 (1d8+2) and
2 Talons +8 (2d6+4)

Special Attacks:
Poison – 2d6 STR/ 2d6 STR (Fort. DC17 neg.)
Talons – if both hit grapple attempt

Special Qualities:
Darkvision 60 ft., immunity sleep/paralysis, low-light vision, scent

Abilities:
STR19 (+4), DEX12(+1), MIND12(+1)

Skills: all @ 7

CR: 6

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail. A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet. A wyvern weighs about one ton.

XORN - Medium Outsider

Hit Dice: 7d8+17 (48HP)

Speed: 4/4 (burrow)

AC: 24 (+14 nat.)

Attack/Damage:
Bite +10 (4d6+3) and
3 Claws +8 (1d4+1)

Special Qualities:
All-around vision, earth glide, DR5/bludgeoning, darkvision 60 ft., immunity cold/fire, resistance electricity 10, tremorsense 60 ft.

Abilities:
STR17(+3), DEX10, MIND11

Skills: all @ 7

CR: 6

This squat beast is as wide as it is tall. Strangely symmetrical, it has three arms, three legs, three eyes, and one huge mouth.

Monsters Hit Die 8

AIR ELEMENTAL – Large Elemental

Hit Dice: 8d8+24 (60)

Speed: 20 (fly)

AC: 20 (-1 size, +7 DEX, +4 natural)

Attack/Damage:
2 Slams +12 (2d6+2)

Special Attacks:
Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.
Whirlwind – 40 ft. tall (see Monster Special Abilities)

Special Qualities:
Damage reduction 5/-, darkvision 60 ft., elemental traits

Abilities:
STR14 (+2), DEX25(+7), MIND11

Skills: all @ 8

CR: 5

This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.

EARTH ELEMENTAL – Large Elemental

Hit Dice: 8d8+32 (68)

Speed: 4

AC: 18 (-1 size, -1 DEX, +10 natural)

Attack/Damage:
2 Slams +12 (2d8+7)

Special Attacks:
Earth mastery - An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.
Push – An earth elemental can start a bull rush maneuver and the combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Special Qualities:
Damage reduction 5/-, darkvision 60 ft., earth glide, elemental traits

Abilities:
STR25 (+7), DEX8(-1), MIND11

Skills: all @ 8

CR: 5

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

FIRE ELEMENTAL – Large Elemental

Hit Dice: 8d8+24 (60)

Speed: 10

AC: 18 (- 1 size, +5 DEX, +4 natural)

Attack/Damage:
2 Slams +6 (2d6+2 & 2d6 fire (Burn))

Special Attacks:
Burn - A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save, DC17, or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame.

Special Qualities:
Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity fire, vulnerability cold

Abilities:
STR14 (+2), DEX21(+5), MIND11

Skills: all @ 8

CR: 5

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.

GORGON – Large Magical Beast

Hit Dice: 8d10+40 (85)

Speed: 6

AC: 20 (-1 size, +11 natural)

Attack/Damage:
Gore +12 (1d8+7)

Special Attacks:
Breath Weapon – 60 ft. cone, 1x/1d4 rnds., turn to stone, (Fort. DC19 neg.)
Trample – (Reflex DC19 ½) (see Monster Special Abilities)

Special Qualities:
Darkvision 60 ft., low-light vision, scent

Abilities:
STR21 (+5), DEX10, MIND12(+1)

Skills: all @ 8

CR: 8

This bull-like creature seems to be made of interlocking metallic plates. Faint plumes of green smoke puff from its mouth. A typical gorgon stands over 6 feet tall at the shoulder and measures 8 feet from snout to tail. It weighs about 4,000 pounds.

HYDRA (8 heads) – Huge Magical Beast

Hit Dice: 8d10+40 (85)

Speed: 4/ 4 (swim)

AC: 18 (-2 size, +1 DEX, +9 natural)

Attack/Damage:
8 Bites +11 (1d10+4)

Special Qualities:
Darkvision 60 ft., fast healing 18, low-light vision, scent

Abilities:
STR19 (+4), DEX12(+1), MIND10

Skills: all @ 8

CR: 7

Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds.

INVISIBLE STALKER – Large Elemental

Hit Dice: 8d8+16 (52)

Speed: 6/6 (fly)

AC: 17 (-1 size, +4 DEX, +4 natural)

Attack/Damage:
2 Slams +10 (2d6+4)

Special Qualities:
Darkvision 60 ft., elemental traits, natural invisibility - this ability is constant, allowing a stalker to remain invisible even when attacking.

Abilities:
STR18 (+4), DEX19(+2), MIND15(+2)

Skills: all @ 8

CR: 7

A summoned invisible stalker undertakes whatever task the summoner commands, even if the task sends it hundreds or thousands of miles away. The creature follows a command until the task is completed and obeys only the summoner. However, it resents protracted missions or complex tasks and seeks to pervert its instructions accordingly. No true form can be detected, yet a sense of force and hulking malevolence is undeniable in this creature's presence.

MUMMY – Medium Undead

Hit Dice: 8d12+3 (55)

Speed: 4

AC: 20 (+10 natural)

Attack/Damage:
Slam +11 (1d6+10 & disease)

Special Attacks:
Disease – Mummy Rot 1d6STR/ 1d6COM (Fort. DC16 neg.) (see Diseases)
Despair - At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours.

Special Qualities:
Damage reduction 5/-, darkvision 60 ft., undead traits, vulnerability fire

Abilities:
STR24 (+7), DEX10, MIND14(+2)

Skills: all @ 8

CR: 5

Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten and wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

SHAMBLING MOUND - Large Plant

Hit Dice: 8d8+24 (60)

Speed: 4/4 (swim)

AC: 20 (-1 size, +11 natural)

Attack/Damage:
2 Slams +11 (2d6+7 & grab)

Special Attacks:
Grab – if hits with both slams may grapple and constrict
Constrict – a successful grapple deals (2d6+7)

Special Qualities:
Darkvision 60 ft., immunity electricity, low-light vision, plant traits, resistance fire 10

Abilities:
STR21(+5), DEX10, MIND10

Skills: all @ 8

CR: 6

A mass of tangled vines and dripping slime rises on two trunk-like legs, reeking of rot and freshly turned earth. Shambling mounds, also called Shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants. A Shambler's body has an 8-foot girth and is about 6 feet tall when the creature stands erect. It weighs about 3,800 pounds.

SPIDER, HUGE – Huge Vermin

Hit Dice: 8d8+16 (52)

Speed: 6/4 (climb)

AC: 16 (-2 size, +3 DEX, +5 natural)

Attack/Damage:
Bite +9 (2d6+6 & poison)

Special Attacks:
Poison – 1d6STR/ 1d6STR (Fort. DC13 neg.)
Web - This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet. An entangled creature can escape with a successful Escape Artist (DC16) check or burst it with a Strength check (DC20). The web has 14 hit points.

Special Qualities:
Darkvision 60 ft., tremorsense 60 ft., vermin traits

Abilities:
STR19(+4), DEX17(+3), MIND10

Skills: all @ 8

CR: 5

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

WATER ELEMENTAL – Large Elemental

Hit Dice: 8d8+32 (68)

Speed: 4/18 (swim)

AC: 20 (-1 size, +2 DEX, +9 natural)

Attack/Damage:
2 Slams +10 (2d8+5)

Special Attacks:
Water Mastery - A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls.

An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental.

Drench - The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Vortex – A whirlpool, 40 ft. tall, with same traits as a Whirlwind (see Monster Special Abilities)

Special Qualities:
Damage reduction 5/-, darkvision 60 ft., elemental traits

Abilities:
STR20 (+5), DEX14(+2), MIND11

Skills: all @ 8

CR: 5

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

Monsters Hit Die 9

BULETTE - Huge Magical Beast

Hit Dice: 9d10+45 (94)

Speed: 8/ 2 (burrow)

AC: 22 (-2 size, +2 DEX, +12 nat.)

Attack/Damage:
Bite +16 (2d8+8) and
2 Claws +10 (2d6+4)

Special Attacks:
Leap – may make 4 claw attacks

Special Qualities:
Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.

Abilities:
STR27(+8), DEX15(+2), MIND 13 (+1)

Skills: all @ 9

CR: 7

This armor-plated creature's toothy maw gapes wide as a fin-like dorsal plate rises between its shoulders. Also known as the landshark, the Bulette is a terrifying predator that lives only to eat.

CHIMERA - Large Magical Beast

Hit Dice: 9d10+27 (76)

Speed: 6/10 (fly)

AC: 19 (-1 size, +1 DEX, +9 nat.)

Attack/Damage:
Bite +12 (2d6+4) and
Bite +12 (1d8+4) and
Gore +12 (1d8+4) and
2 Claws +10 (1d6+2)

Special Attacks:
Breath weapon – 40 ft. line acid 3d8 (Reflex DC17 ½)

Special Qualities:
Darkvision 60 ft., low-light vision, scent

Abilities:
STR19(+4), DEX13(+1), MIND 13 (+1)

Skills: all @ 9

CR: 7

This winged monster has the body of a lion, though two more heads flank its central feline one—a dragon and a horned goat. A Chimera is about 5 feet tall at the shoulder, nearly 10 feet long, and weighs about 4,000 pounds.

FLESH GOLEM – Large Construct

Hit Dice: 9d10+30 (79)

Speed: 6

AC: 18 (-1 size, -1 DEX, +10 natural)

Attack/Damage:
2 Slams +10 (2d8+5)

Special Qualities:
Construct traits, damage reduction 5/ adamantine, darkvision 60 ft., immunity magic or spell-like abilities with spell resistance, low-light vision

Abilities:
STR25 (+7), DEX9, MIND11

Skills: all @ 11

CR: 10

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. No natural animal willingly tracks a flesh golem. The golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds.

GREEN HAG - Medium Monstrous Humanoid

Hit Dice: 9d8+9 (49)

Speed: 6/6 (swim)

AC: 22 (+1 DEX, +11 natural)

Attack/Damage:
2 Claws +13 (1d4+4)

Special Abilities:
Spell-like Abilities – dancing lights/ disguise self
Weakness - A green hag can weaken a foe by making a special touch attack, 2d4 STR (Fort. DC16 neg.)
Mimicry - A green hag can imitate the sounds of almost any animal found near its lair.

Special Qualities:
Darkvision 90 ft., spell resistance 18, water breathing

Abilities:
STR19(+4), DEX12(+1), MIND 13(+1)

Skills: all @ 9

CR: 5

Knots of dark, moldering hair spill over the features of this sickly, thin, green-skinned crone. Green hags are found in desolate swamps and dark forests. A green hag is about the same height and weight as a female human.

SALAMANDER - Medium Outsider

Hit Dice: 9d8+18 (58)

Speed: 4

AC: 18 (+1 DEX, +7 natural)

Attack/Damage:
Spear +11 (1d8+3 & 1d6 fire) and
Tail Slap +9 (2d6+1 & 1d6 fire & grab)

Special Attacks:
Grab – if tail slap attack hits may grapple and constrict.
Constrict - A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check.

Special Qualities:
Damage reduction 10/ magic, darkvision 60 ft., immunity fire, vulnerability cold

Abilities:
STR14(+2), DEX13(+1), MIND15(+2)

Skills: all @ 9

CR: 6

This snake-bodied humanoid hisses with anger. Spines of crackling flame dance along the creature's blackened, fiery-red scales.

WILL-O-WISP - Small Aberration

Hit Dice: 9d8 (40)

Speed: 10 (fly)

AC: 29 (+1 size, +9 DEX, +9 deflection)

Attack/Damage:
Shock +16 touch (2d8 electrcity)

Special Qualities:
Darkvision 60 ft., immunity magic, natural invisibility - A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

Abilities:
STR1(-5), DEX29(+9), MIND 16(+3)

Skills: all @ 9

CR: 6

Will-o'-wisps can be yellow, white, green, or blue. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighing about 3 pounds, and its glowing body sheds as much light as a torch.

Monsters Hit Die 10

BLACK PUDDING - Huge Ooze

Hit Dice: 10d10+60 (115)

Speed: 4/2 (climb)

AC: 3 (-2 size, -5 DEX)

Attack/Damage:
Slam +8 (2d6+4 & 2d6 acid & grab)

Special Attacks:
Acid - The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save.
Grab – if hits with slam may grapple and constrict
Constrict - A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Special Qualities:
Blindsight 60 ft., split - slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points, Ooze traits

Abilities:
STR17(+3), DEX1(-5), MIND 1(-4)

Skills: all @ 10

CR: 7

This black, amorphous blob piles up on itself, a quivering mound of midnight sludge that glistens darkly before surging forward. The typical black pudding measures 15 feet across and 2 feet thick. It weighs about 18,000 pounds.

ETTIN - Large Giant

Hit Dice: 10d8+20 (65)

Speed: 6

AC: 18 (-1 size, -1 DEX, +7 natural, +3 hide)

Attack/Damage:
2 Morningstars +12/+7 (2d6+6) or
2 Javelins +5 (1d8+6)

Special Qualities:
Low-light vision

Abilities:
STR23(+6), DEX8(-1), MIND 10

Skills: all @ 10

CR: 6

Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. The filthy giant wears tattered remnants of leather armor and clutches a large morningstar in each fist. Adult ettins are about 13 feet tall and weigh 5,200 pounds.

GRAY RENDER - Large Magical Beast

Hit Dice: 10d10+70 (125)

Speed: 6

AC: 19 (-1 size, +10 natural)

Attack/Damage:
Bite +15 (2d6+6 & grab) and
2 Claws +10 (1d6+3)

Special Attacks:
Grab – if bite attack hits may grapple and rend.
Rend – if grapple successful rends target (2d6+9)

Special Qualities:
Darkvision 60 ft., low-light vision, scent

Abilities:
STR23(+6), DEX10, MIND 12 (+1)

Skills: all @ 10

CR: 8

A gray render stands about 9 feet tall in spite of its hunched posture and is about 4 feet wide. This hulking beast has slick, gray, hairless skin. Its numerous yellow eyes and wide toothy maw are its only facial features. It weighs about 4,000 pounds.

HYDRA (10 heads) - Huge Magical Beast

Hit Dice: 10d10+53 (108)

Speed: 4/4 (swim)

AC: 20 (-2 size, +1 DEX, +11 natural)

Attack/Damage:
10 Bites +14 (1d10+5)

Special Qualities:
Darkvision 60 ft., fast healing 20, low-light vision, scent

Abilities:
STR21(+5), DEX12(+1), MIND10

Skills: all @ 10

CR: 9

Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds.

ROPER - Large Magical Beast

Hit Dice: 10d10+30 (85)

Speed: 2

AC: 24 (-1 size, +1 DEX, +14 natural)

Attack/Damage:
6 Strands +11 ranged touch (drag & weakness) and
Bite +13 (2d6+6)

Special Attacks:
Drag - If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points.
Strands - The creature can have up to six strands at once, and they can strike up to 50 feet away. If a strand is severed, the roper can extrude a new one on its next turn as a free action.
Weakness - A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage.

Special Qualities:
Darkvision 60 ft., immunity electricity, low-light vision, resistance cold 10, spell resistance 30, vulnerability fire

Abilities:
STR19(+4), DEX13(+1), MIND16(+3)

Skills: all @ 10

CR: 12

A huge eye opens in this conical creature's front, just above a toothy mouth. Long strands of fibrous material whip from its sides. A roper stands some 9 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. It weighs 2,200 pounds. A roper's coloration and temperature change to match the features of the surrounding cave.

SCORPION, HUGE – Huge Vermin

Hit Dice: 10d8+30 (75)

Speed: 10

AC: 20 (-2 size, +12 natural)

Attack/Damage:
2 Claws +11 (1d8+6) and
Sting +6 (2d4+3 poison)

Special Attacks:
Grab – if claw attack hits may grab and constrict
Constrict – on a successful grapple deals constrict damage (1d8+6)
Poison – 1d6STR/ 1d6STR (Fort. DC18 neg.)

Special Qualities:
Darkvision 60 ft., tremorsense 60 ft., vermin traits

Abilities:
STR23(+6), DEX10, MIND10

Skills: all @ 10

CR: 7

Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.

Monsters Hit Dice 11

CLAY GOLEM – Large Construct

Hit Dice: 11d10+30 (90)

Speed: 4

AC: 22 (-1 size, -1 DEX, +14 natural)

Attack/Damage:
2 Slams +14 (2d10+7 & cursed wound)

Special Attacks:
Cursed wound - The damage a clay golem deals doesn't heal naturally and resists healing spells. Casting a healing spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect.

Special Qualities:
Construct traits, damage reduction 10/ adamantine and bludgeoning, darkvision 60 ft., haste 1x/day as the spell, immunity magic or spell-like abilities with spell resistance, low-light vision

Abilities:
STR25 (+7), DEX9, MIND11

Skills: all @ 11

CR: 10

This lumbering figure is sculpted from soft clay. It wears filthy rags and its face is only vaguely humanoid. A clay golem golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait. It weighs around 600 pounds.

GUARDIAN NAGA – Large Aberration

Hit Dice: 11d8+44 (93)

Speed: 8

AC: 18 (-1 size, +2 DEX, +7 natural)

Attack/Damage:
Bite +12 (2d6+7 & poison) or
Spit +9 (poison)

Special Attacks:
Poison – 1d10STR/ 1d10STR (Fort. DC19 neg.)
Spit – 30' touch attack (poison)
Spells – Cleric and Wizard

Special Qualities:
Darkvision 60 ft.

Abilities:
STR21 (+5), DEX14(+2), MIND19(+4)

Skills: all @ 11

CR: 10

A contemplative humanoid face framed by a cobra-like hood adorns the body of this long, brightly colored serpent.

LICH - Medium Undead

Hit Dice: 11d12 (66)

Speed: 6

AC: 23 (+2 DEX, +4 chain shirt, +5 natural, +2 deflection)

Attack/Damage:
Touch +5 (1d8+5 negative energy & paralysis)

Special Attacks:
Paralysis – permanent (Fort. DC18 neg.)
Spells – Cleric, or, Wizard.

Special Qualities:
Turn resistance +4, damage reduction 15/ bludgeoning or magic, immunity cold, electricity, polymorph and mind affecting attacks.

Abilities:
STR10, DEX14(+2), MIND 22 (+6)

Skills: all @ 11

CR: 12

A lich is an undead spellcaster, usually a wizard but sometimes a cleric, who has used its magical powers to unnaturally extend its life. A lich is a gaunt and skeletal humanoid with withered flesh stretched tight across horribly visible bones. Its eyes have long ago been lost to decay, but bright pinpoints of crimson light burn on in the empty sockets. Once fine robes hang in tatters from this withered corpse's frame.

Monsters Hit Die 12

BARBED DEVIL (HAMATULA) – Medium Outsider

Hit Dice: 12d8+72 (126)

Speed: 6

AC: 29 (+6 DEX, +13 natural)

Attack/Damage:
2 Claws +18 (2d8+6 & fear & grab)

Special Attacks:
Fear – on successful attack, as the spell, (Will DC20 neg.)
Grab – on successful claw attack may grapple and impale
Impale - A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Special Qualities:
Barbed defense - Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way, damage reduction 10/ good, darkvision 60 ft., immunity fire/ poison, resistance acid/ cold 10, spell resistance 23, spell-like abilities – teleport, telepathy

Abilities:
STR23 (+6), DEX23(+6), MIND14(+2)

Skills: all @ 12

CR: 11

From the tip of its lashing tail to the serrated features of its fang-filled visage, this fiery-eyed sentinel bristles with barbs. A barbed devil is about 7 feet tall and weighs about 300 pounds.

DIRE BEAR - Large Animal

Hit Dice: 12d8+51 (105)

Speed: 8

AC: 17 (-1 size, +1 DEX, +7 natural)

Attack/Damage:
2 Claws +19 (2d4+10 & grab) and
Bite +13 (2d8+5)

Special Attacks:
Grab – if hits with claw attack may grapple

Special Qualities:
Low-light vision, scent

Abilities:
STR31(+10), DEX13(+1), MIND 12(+1)

Skills: all @ 14

CR: 7

Spittle drips from this feral bear's roaring maw, and its matted fur is broken in places by wicked, bony growths. The omnivorous dire bear usually does not bother creatures that try to avoid it, but will aggressively defend a kill or other source of food. It will not hesitate to rip apart anything that might contain something edible. A typical dire bear is 12 feet long and weighs as much as 8,000 pounds.

HILL GIANT - Large Giant

Hit Dice: 12d8+48 (102)

Speed: 6

AC: 20 (-1 size, -1 DEX, +9 natural, +3 hide armor)

Attack/Damage:
Greatclub +16/+11 (2d8+10) or
2 Slams +15 (1d4+7) or
Rock +8 (2d6+7)

Special Attacks:
Rock Throwing

Special Qualities:
Low-light vision, rock catching

Abilities:
STR25(+7), DEX8(-1), MIND 10

Skills: all @ 12

CR: 7

This hunched giant exudes power and a crude, stupid anger, its filthy fur clothing bespeaking a brutish and backwoods lifestyle. Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out. Adults are about 10½ feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old.

HYDRA (12 heads) - Huge Magical Hydra

Hit Dice: 12d10+63 (129)

Speed: 4/4 (swim)

AC: 22 (-2 size, +1 DEX, +13 natural)

Attack/Damage:
12 Bites +17 (2d8+6)

Special Qualities:
Darkvision 60 ft., fast healing 22, low-light vision, scent

Abilities:
STR23(+6), DEX12(+1), MIND10

Skills: all @ 12

CR: 11

Hydras are reptile-like monsters with multiple heads. A hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds.

Monsters Hit Die 13

DRAGON, RED (Old) – Gargantuan Dragon

Hit Dice: 23d12+161 (310)

Speed: 8/50 (fly)

AC: 23 (-1 size, -1 DEX, +8 natural, +7 half-plate armor)

Attack/Damage:
Bite +32 (4d6+19) and
2 Claws +32 (2d8+13) and
2 Wings +30 (2d6+6) and
Tail Slap +30 (2d8+19)

Special Attacks:
Breath Weapon – 60 ft. cone 18d10 fire (Reflex DC31 ½)
Tail Sweep – 30 ft. (2d6+19)(Reflex DC31 ½)

Special Qualities:
Immunity fire, low-light vision, rock catching, vulnerability cold

Abilities:
STR31 (+10), DEX9, MIND11

Skills: all @ 16

CR: 10

This lumbering giant has short stumpy legs and powerful, muscular arms. Its hair and beard seem to be made of fire. Some fire giants have bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.

Monsters Hit Die 14

FROST GIANT - Large Giant

Hit Dice: 14d8+70 (133)

Speed: 8

AC: 21 (-1 size, -1 DEX, +9 natural, +4 chain shirt)

Attack/Damage:
Greataxe +18/+13 (3d6+13) or
2 Slams +18 (1d4+9) or
Rock +9 (2d6+9)

Special Attacks:
Rock Throwing

Special Qualities:
Immunity cold, low-light vision, rock catching vulnerability fire

Abilities:
STR29(+9), DEX9, MIND 14 (+2)

Skills: all @ 14

CR: 9

This giant looks like a thick, muscular human. It has frost-white skin and long, light blue hair that it wears braided. A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers. An adult male is about 15 feet tall and weighs about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

FROST WORM – Huge Magical Beast

Hit Dice: 14d10+70 (147)

Speed: 6/2 (burrow)

AC: 18 (-2 size, +10 natural)

Attack/Damage:
Bite +21 (2d8+12 & 1d8 cold)

Special Attacks:
Cold - A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed take this same cold damage each time one of their attacks hits.
Trill - This sonic mind-affect affects all creatures within a 100-foot radius. Creatures must succeed on a DC 17 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw.
Breath Weapon - 30-foot cone, 1x/hr., damage 15d6 cold, (Reflex DC22 ½). Opponents held motionless by the frost worm's trill get no saving throw.

Special Qualities:
Darkvision 60 ft., immunity cold, low-light vision, vulnerability fire

Abilities:
STR26 (+8), DEX10, MIND11

Skills: all @ 14

CR: 12

This immense white worm has a single circular eye in the center of its head. Wisps of icy fog waft up from between its mandibles. A frost worm is about 40 feet long, 5 feet in diameter, and weighs about 8,000 pounds.

STONE GIANT - Large Giant

Hit Dice: 14d8+56 (119)

Speed: 6

AC: 25 (-1 size, +2 DEX, +11 natural, +3 hide)

Attack/Damage:
Greatclub +17/+12 (2d8+12) or
2 Slams +17 (1d4+8) or
Rock +11 (2d8+12)

Special Attacks:
Rock Throwing

Special Qualities:
Darkvision 60 ft., low-light vision, rock catching

Abilities:
STR27(+8), DEX15(+2), MIND 12 (+1)

Skills: all @ 14

CR: 8

This giant has chiseled, muscular features and a flat, forward-sloping head, looking almost as if it were carved of stone. Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old.

STONE GOLEM - Large Construct

Hit Dice: 14d10+30 (107)

Speed: 4

AC: 26 (-1 size, -1 DEX, +18 natural)

Attack/Damage:
2 Slams +18 (2d10+9)

Special Attacks:
Slow – 10 ft., as the spell, 1x/2 rnds., lasts 7 rnds., (Will DC17 neg.)

Special Qualities:
Construct traits, damage reduction 10/ adamantine, darkvision 60 ft., immunity magic and spell-like abilities with spell resistance, low-light vision

Abilities:
STR29(+9), DEX9, MIND 11

Skills: all @ 14

CR: 11

This towering stone automaton bears the likeness of an archaic, armored warrior. It moves with ponderous but inexorable steps. This golem has a humanoid body made from stone. A stone golem is 9 feet tall and weighs around 2,000 pounds. Its body is frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

Monsters Hit Die 15

FIRE GIANT – Large Giant

Hit Dice: 16d8+64 (136)

Speed: 6

AC: 23 (-1 size, -1 DEX, +8 natural, +7 half-plate armor)

Attack/Damage:
Greatsword +20/+15/+10 (3d6+15) or
2 Slams +20 (1d4+10) or
Rock +10 (2d6+10 & 2d6 fire)

Special Attacks:
Rock Throwing

Special Qualities:
Immunity fire, low-light vision, rock catching, vulnerability cold

Abilities:
STR31 (+10), DEX9, MIND11

Skills: all @ 16

CR: 10

This lumbering giant has short stumpy legs and powerful, muscular arms. Its hair and beard seem to be made of fire. Some fire giants have bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old. Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.

Monsters Hit Die 16

AIR ELEMENTAL – Huge Elemental

Hit Dice: 16d8+64 (136)

Speed: 20 (fly)

AC: 21 (-2 size, +9 DEX, +4 natural)

Attack/Damage:
2 Slams +19 (2d8+4)

Special Attacks:
Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.
Whirlwind – 50 ft. tall (see Monster Special Abilities)

Special Qualities:
Damage reduction 5/-, darkvision 60 ft., elemental traits

Abilities:
STR18 (+5), DEX29(+9), MIND11

Skills: all @ 16

CR: 7

This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.

EARTH ELEMENTAL – Huge Elemental

Hit Dice: 16d8+80 (152)

Speed: 6

AC: 18 (-2 size, -1 DEX, +11 natural)

Attack/Damage:
2 Slams +19 (2d10+9)

Special Attacks:
Earth mastery - An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.
Push – An earth elemental can start a bull rush maneuver and the combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Special Qualities:
Damage reduction 5/-, darkvision 60 ft., earth glide, elemental traits

Abilities:
STR29 (+9), DEX8(-1), MIND11

Skills: all @ 16

CR: 7

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

FIRE ELEMENTAL – Huge Elemental

Hit Dice: 16d8+64 (136)

Speed: 12

AC: 19 (-2 size, +7 DEX, +4 natural)

Attack/Damage:
2 Slams +17 (2d8+4 & 2d8 fire (Burn))

Special Attacks:
Burn - A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save, DC22, or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame.

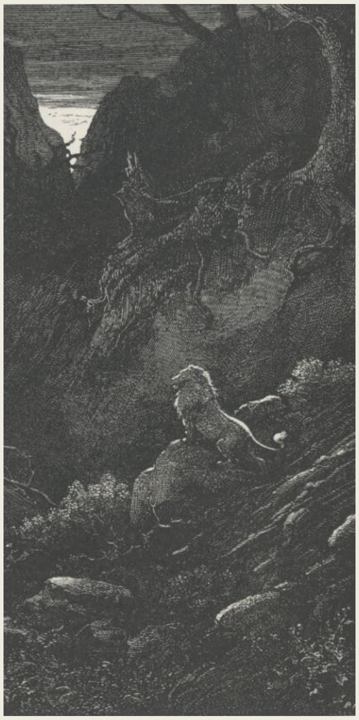
Special Qualities:
Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity fire, vulnerability cold

Abilities:
STR18 (+4), DEX17(+3), MIND11

Skills: all @ 16

CR: 7

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.



PURPLE WORM – Gargantuan Magical Beast

Hit Dice: 16d10+112 (200)

Speed: 4/4/2 (borrow/swim)

AC: 19 (-4 size, -2 DEX, +15 natural)

Attack/Damage:
Bite +25 (2d8+12 & grab) and
Sting +20 (2d6+6 & posion)

Special Attacks:
Grab – if bite attacks hits may grapple
Swallow Whole - can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17).
Poison – 1d6STR/ 2d6STR (Fort. DC25 neg.)

Special Qualities:
Tremorsense 60 ft.

Abilities:
STR35 (+12), DEX6(-2), MIND8(-1)

Skills: all @ 16

CR: 12

This enormous worm is covered with dark purple plates of chitinous armor. Its giant, tooth-filled mouth is the size of an ox. The body of a mature purple worm is 5 feet in diameter and 80 feet long, weighing about 40,000 pounds. The creature has a poisonous stinger in its tail.

WATER ELEMENTAL – Huge Elemental

Hit Dice: 16d8+80 (152)

Speed: 6/22 (swim)

AC: 21 (-2 size, +4 DEX, +9 natural)

Attack/Damage:
2 Slams +17 (2d10+7)

Special Attacks:
Water Mastery - A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls.

An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental.

Drench - The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).
Vortex – A whirlpool, 50 ft. tall, with same traits as a Whirlwind (see Monster Special Abilities)

Special Qualities:
Damage reduction 5/-, darkvision 60 ft., elemental traits

Abilities:
STR24 (+7), DEX18(+4), MIND11

Skills: all @ 16

CR: 7

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

Monsters Hit Die 17

CLOUD GIANT – Huge Giant

Hit Dice: 17d8+102 (178)

Speed: 10

AC: 25 (-2 size, +1 DEX, +12 natural, +4 chain shirt)

Attack/Damage:
Gargantuan Morningstar +22/+17/+12 (4d6+18) or
2 Slams +22 (1d6+12) or
Rock +12 (2d8+12)

Special Attacks:
Rock throwing – (see Monster Special Abilities)
Spell-like Abilities – levitate/ fog cloud

Special Qualities:
Low-light vision, rock catching, scent

Abilities:
STR35 (+12), DEX13(+1), MIND16(+3)

Skills: all @ 17

CR: 11

Cloud giants' skin ranges in color from milky white to light sky blue. Their hair is silvery white or brass, and their eyes are iridescent blue. Adult males are about 18 feet tall and weigh about 5,000 pounds. Females are slightly shorter and lighter. Cloud giants can live to be 400 years old. Cloud giants dress in the finest clothing available and wear jewelry. To many, appearance indicates station. The better the clothes and the finer the jewelry, the more important the wearer. They also appreciate music, and most can play one or more instruments (the harp is a favorite).

Monsters Hit Die 18

IRON GOLEM – Large Construct

Hit Dice: 18d10+30 (129)

Speed: 4

AC: 30 (-1 size, -1 DEX, +22 natural)

Attack/Damage:
2 Slams +23 (2d10+11)

Special Attacks:
Breath Weapon – 10 ft. cube poisonous gas, lasts 1 rnd., 1d4STR/ 3d4STR (Fort. DC19 neg.)

Special Qualities:
Construct traits, damage reduction 15/ adamantine, darkvision 60 ft., immunity magic and spell-like abilities with spell resistance, low-light vision

Abilities:
STR33 (+11), DEX9, MIND11

Skills: all @ 18

CR: 13

This iron automaton stands twice as tall as a normal human. Its heavy footfalls shake the ground with bone-jarring force.

ROC – Gargantuan Animal

Hit Dice: 18d8+126 (207)

Speed: 4/16 (fly)

AC: 17 (-4 size, +2 DEX, +9 natural)

Attack/Damage:
2 Talons +21 (2d6+12) and
Bite +19 (2d8+6)

Special Qualities:
Low-light vision

Abilities:
STR34 (+12), DEX15(+2), MIND13(+1)

Skills: all @ 18

CR: 9

This immense raptor unleashes a shrill cry as it bares its talons, each large enough to carry off a horse.

Monsters Hit Die 19

STORM GIANT – Huge Giant

Hit Dice: 19d8+114 (199)

Speed: 7/6 (swim)

AC: 27 (-2 size, +2 DEX, +12 natural, +5 breastplate)

Attack/Damage:
Greatsword +26/+21/+16 (4d6+21) or
2 Slams +26 (1d6+14) or
Longbow +14/+9/+4 (3d6+14)

Special Attacks:
Spell-like abilities – chain lightning/ levitate

Special Qualities:
Freedom of movement - Storm giants have a continuous freedom of movement ability as the spell, immunity electricity, low-light vision, rock catching, water breathing

Abilities:
STR39 (+14), DEX14(+2), MIND20(+5)

Skills: all @ 19

CR: 13

This giant is a towering, muscular human of heroic proportions, with bronze skin, dark hair, and sparkling green eyes. Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old. Storm giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

Monsters Hit Die 20

BALOR – Large Outsider

Hit Dice: 20d8+200 (290)

Speed: 8/18 (fly)

AC: 35 (-1 size, +7 DEX, +19 natural)

Attack/Damage:
+1 vorpal longsword +31/ +26/ +21/ +16 (2d6+13) and
+1 Flaming Whip +30/ +25 (1d4+6 & 1d6 fire & entangle) or
2 Slams +31 (1d10+12)

Special Attacks:
Entangle – A balor's +1 flaming whip entangles foes much like an attack with a net. The whip has 20 hit points. If it hits, the target and the Balor immediately make opposed Strength checks; if the balor wins, it drags the target against its flaming body (see below). The target remains anchored against the balor's body until it escapes the whip.
Spell-Like Abilities – teleport/ un(Holy) Aura/ Implosion
Vorpal Sword – On a natural 20 severs foes head.

Special Qualities:
Damage reduction 15/ cold iron and good, darkvision 60 ft., flaming body - The body of a balor is wreathed in flame. Anyone grappling a Balor takes 6d6 points of fire damage each round, immunity electricity/ fire/ poison, resistance acid/ cold 10, spell resistance 28, telepathy, true seeing - Balors have a continuous *true seeing* ability, as the spell CL5.

Abilities:
STR35 (+12), DEX25(+7), MIND24(+7)

Skills: all @ 20

CR: 20

This winged fiend's horned head and fanged visage present the perfection of the demonic form, about 12 feet tall and dark red skin with fire spurting from its flesh.

KRAKEN – Gargantuan Magical Beast (Aquatic)

Hit Dice: 20d10+180 (290)

Speed: 4 (swim)

AC: 20 (-4 size, +14 natural)

Attack/Damage:
2 Tentacles +28 (2d8+12 &grab) and
6 Arms +23 (1d6+6 & grab) and
Bite +23 (4d6+6)

Special Attacks:
Grab – if tentacles or arm attack hits may start grapple and constrict.
Constrict – a Kraken deals automatic constrict damage (2d8+12 or 1d6+6) with a successful grapple check.

Special Qualities:
Darkvision 60 ft., ink cloud - A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment and creatures within the cloud are considered to be in darkness, jet - A kraken can jet backward once per round as a full-round action, at a speed of 280 feet, spell-like abilities - resist energy

Abilities:
STR34 (+12), DEX10(+1), MIND21(+5)

Skills: all @ 20

CR: 12

This tremendous leviathan resembles a vast squid, yet the markings on its body are strangely unsettling to look upon. Six of the beast's tentacles are shorter arms about 30 feet long; the remaining two are nearly 60 feet long and covered with barbs. Its beaklike mouth is located where the tentacles meet the lower portion of its body.

TITAN – Huge Outsider

Hit Dice: 20d8+280 (370)

Speed: 8

AC: 38 (-2 size, +19 natural, +11 +4 half-plate armor)

Attack/Damage:
Gargantuan +3 adamantine warhammer +37/ +32/ +27/ +22 (4d6+27) or
Javelin +22 (2d6+19) or
2 Slams +34 (1d8+16)

Special Attacks:
Spell-like abilities – chain lightning/ levitate/ meteor swarm

Special Qualities:
Change shape – any small or med. humanoid, damage reduction 15/ good, darkvision 60 ft., spell resistance 32

Abilities:
STR43(+16), DEX12(+1), MIND28(+9)

Skills: all @ 20

CR: 21

This titanic humanoid wears gilt-edged armor of ancient make and carries an immense hammer made of gleaming metal. A Titan is about 25 feet tall and weighs about 14,000 pounds.

Monsters Hit Die 24

AIR ELEMENTAL ELDER – Huge Elemental

Hit Dice: 24d8+96 (204)

Speed: 20 (fly)

AC: 27 (-2 size, +11 DEX, +8 natural)

Attack/Damage:
2 Slams +27 (2d6+6)

Special Attacks:
Air mastery - Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.
Whirlwind – 30 ft. tall (see Monster Special Abilities)

Special Qualities:
Damage reduction 10/-, darkvision 60 ft., elemental traits

Abilities:
STR22 (+6), DEX33(+11), MIND11

Skills: all @ 24

CR: 11

This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.

EARTH ELEMENTAL – Huge Elemental

Hit Dice: 24d8+120 (228)

Speed: 6

AC: 22 (-2 size, -1 DEX, +15 natural)

Attack/Damage:
2 Slams +27 (2d10+11)

Special Attacks:
Earth mastery - An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls.
Push – An earth elemental can start a bull rush maneuver and the combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Special Qualities:
Damage reduction 10/-, darkvision 60 ft., earth glide, elemental traits

Abilities:
STR33 (+11), DEX8(-1), MIND11

Skills: all @ 24

CR: 11

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

FIRE ELEMENTAL ELDER – Huge Elemental

Hit Dice: 24d8+96 (204)

Speed: 12

AC: 25 (-2 size, +9 DEX, +8 natural)

Attack/Damage:
2 Slams +26 (2d8+6 & 2d8 fire (Burn))

Special Attacks:
Burn - A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save, DC26, or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame.

Special Qualities:
Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity fire, vulnerability cold

Abilities:
STR22 (+6), DEX29(+9), MIND11

Skills: all @ 24

CR: 11

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.

WATER ELEMENTAL ELDER – Huge Elemental

Hit Dice: 24d8+120 (228)

Speed: 6/22 (swim)

AC: 23 (-2 size, +6 DEX, +9 natural)

Attack/Damage:
2 Slams +25 (2d10+9)

Special Attacks:
Water Mastery - A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls.

An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental.

Drench - The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Vortex – A whirlpool, 40 ft. tall, with same traits as a Whirlwind (see Monster Special Abilities)

Special Qualities:
Damage reduction 10/-, darkvision 60 ft., elemental traits

Abilities:
STR28 (+9), DEX22(+6), MIND11

Skills: all @ 24

CR: 11

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

Monsters Hit Die 31

DRAGON, RED (Very Old) – Gargantuan Dragon

Hit Dice: 31d12+248 (449)

Speed: 8/40 (fly)

AC: 36 (-4 size, +30 natural)

Attack/Damage:
Bite +40 (4d6+19) and
2 Claws +35 (2d8+13) and
2 Wings +35 (2d6+6) and
Tail Slap +35 (2d8+19)

Special Attacks:
Breath Weapon – Cone of fire, 60 feet long, every 1d4 rounds; damage 18d10, Reflex half DC 33.

Frightful Presence - Dragons can unsettle foes with their mere presence. This ability takes effect automatically (radius 270 ft) whenever the dragon attacks, charges, or flies overhead. A potentially affected creature (one with less than 31 HD) that succeeds at a Will save (DC 31) remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with more than 5 HD become shaken for 4d6 rounds.

Spells - Wiz

Special Qualities:
Damage reduction 15/magic, blindsense 60 ft., darkvision 120 ft., immunity fire/ sleep/ paralysis, vulnerability cold, spell resistance 26

Abilities:
STR37(+13), DEX10, MIND23(+6)

Skills: all @ 31

CR: 21

The small scales of a wyrmling Red Dragon are a bright glossy scarlet, making the dragon easily spotted by predators and hunters, so it stays underground and does not venture outside until it is more able to take care of itself. Toward the end of young age, the scales turn a deeper red, and the glossy texture is replaced by a smooth, dull finish. As the dragon grows older, the scales become large, thick, and as strong as metal. The neck frill and wings are an ash blue or purple-gray toward the edges, becoming darker with age. The pupils of a red dragon fade as it ages; the oldest red dragons have eyes that resemble molten lava orbs.

Monsters Hit Die 48

TERRASQUE – Colossal Magical Beast

Hit Dice: 48d10+594 (858)

Speed: 4

AC: 35 (-8 size, +3 DEX, +30 natural)

Attack/Damage:
Bite +57 (4d8+17 & grab) and
2 Horns +52 (1d10+8) and
2 Claws +52 (1d12+8) and
Tail Slap +52 (3d8+8)

Special Attacks:
Augmented critical - The Tarrasque's bite threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

Grab – if bite attack successful may grapple and swallow whole

Swallow Whole - The Tarrasque can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the Tarrasque's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the Tarrasque's digestive tract (AC 25).

Frightful Presence - can inspire terror by charging or attacking causing shaken condition (Will DC36 neg.) until 60 ft. away.

Rush – 1x/min. can move at Speed 30

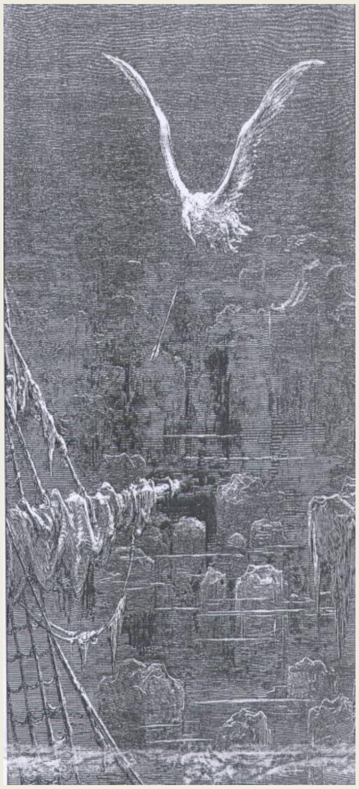
Special Qualities:
Carapace - The Tarrasque's armor-like carapace is exceptionally tough and highly reflective, deflecting all rays, lines, cones, and even *magic missile* spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the creature's spell resistance, damage reduction 15/-, immunity fire, poison, disease, energy drain and ability damage, regeneration 40, scent, spell resistance 32

Abilities:
STR45(+17), DEX16(+3), MIND14(+2)

Skills: all @ 48

CR: 20

This immense reptilian beast towers over the surroundings like a dinosaur, all teeth and horns and claws and thrashing spiked tail. The Tarrasque is 70 feet long and 50 feet tall, and it weighs about 130 tons.



Monster Special Attacks and Qualities

Ability Damage and Drain - Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. While ability damage can be healed naturally, ability drain is permanent and can only be restored through magic.

All-Around Vision - The creature sees in all directions at once. It cannot be flanked.

Amorphous - The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Amphibious - Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Alternate Form - A creature with this special quality has the ability to assume one or more specific alternate forms.

Antimagic - An antimagic field spell or effect cancels magic altogether.

Attach - The creature automatically latches onto its target when it successfully makes the listed attack. The creature is considered grappling, but the target is not.

Blindsense - Using non-visual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see.

Blindsight - This ability is similar to blindsense, but is far more discerning. Using non-visual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature.

Blood Drain - The creature drains blood at the end of its turn if it grapples a foe, inflicting Strength damage.

Breath Weapon - Some creatures can exhale a cone, line, or cloud of energy or other magical effects.

Burn - A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. A creature affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage at the start of its turn for an additional 1d4 rounds. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

Burrow - A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise

Change Shape - A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities.

Charm and Compulsion - A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Climb - Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Constrict - A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check.

Construct Traits - Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Curse of Lycanthropy - A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates).

Damage Reduction (DR) - A creature with this special quality ignores damage from most weapons and natural attacks. The creature takes normal damage from spells. The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability. When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

Darkvision - Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature.

Death Attacks - In most cases, a death attack allows the victim a Fortitude save to avoid the affect, but if the save fails, the character dies instantly.

Disease - A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature's description

Earth Glide - When the creature burrows, it can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water.

Elemental Traits - Immunity to poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking.

Energy Drain - This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels. A draining creature gains 5 temporary hit points for each negative level it bestows on an opponent.

Engulf - The creature can engulf creatures in its path as part of a standard action. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Etherealness - Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. Invisibility and true seeing reveal ethereal creatures.

Even if a creature on the Material Plane can see an ethereal creature the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally.

A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature, and a magic missile can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Evasion and Improved Evasion - If subjected to an attack that allows a Reflex save for half damage, a character with evasion takes no damage on a successful save. Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

Fast Healing - A creature with fast healing regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry

Fear - Fear attacks can have various effects, see below.

Fear Aura – A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear Cone and Ray – These effects usually work like the fear spell. All fear attacks are mind-affecting fear effects.

Ferocity - A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. The creature still dies when its hit point total reaches a negative amount equal to its STR score.

Flight - A creature with this ability can cease or resume flight as a free action.

Freeze - The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on).

Frightful Presence - This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken.

Gaseous Form - Some creatures have the supernatural or spell-like ability to take the form of a cloud of vapor or gas.

Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Dexterity, deflection bonuses, and armor bonuses from force armor still apply.

Discerning a creature in gaseous form from natural mist requires a DC 15 Spot check. Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

Gaze - A gaze attack takes effect when foes look at the attacking creature's eyes. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Opponents can avoid the need to make the saving throw by not looking at the creature.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Grab - If a creature with this special attack hits with the indicated attack it deals normal damage and attempts to start a grapple.

A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Heat - The creature generates so much heat that its mere touch deals additional fire damage. The creature's metallic melee weapons also conduct this heat.

Hold Breath - The creature can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Immunity - A creature with immunities takes no damage from listed sources.

Incorporeal - An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or spells. It is immune to all nonmagical attack forms.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures.

Invisibility - Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any).

Jet - The creature can swim backward as a full-round action at the listed speed. It must move in a straight line while jetting.

Keen Scent - The creature can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Lifesense - The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Light Blindness - Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light.

Light Sensitivity - Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Low-Light Vision - A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Lycanthropic Empath - In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Natural Invisibility - This ability is constant—the creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell.

Negative Energy Affinity - The creature is alive, but reacts to positive and negative energy as if it were undead—positive energy harms it, negative energy heals it.

Paralysis - This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions.

Planewalk - These planar travelers like to slip between the folds of space to attack enemies as though from thin air. They can cross from the Ethereal Plane with a move action but take 2 rounds to cross back, during which time they are immobile.

Plant Traits - Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Poison - A creature with this ability can poison those it attacks. The effects of the poison, including its save, frequency, and cure, are included in the creature's description.

Pounce - When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Polymorph - Magic can cause creatures and characters to change their shapes—sometimes against their will, but usually to gain an advantage. Polymorphed creatures retain their own minds but have new physical forms.

Powerful Charge - When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

Rage - When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 to the Physical Skill and +2 Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Rake - A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Rays - All ray attacks require the attacker to make a successful ranged touch attack against the target.

Regeneration - A creature with this ability is difficult to kill. creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally.

Rend - If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description.

Resistance - A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). The entry indicates the amount and type of damage ignored.

Rock Catching - The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Rock Throwing - This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. The creature can hurl rocks up to two categories Smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature.

Scent - This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

See in Darkness - Some devils can see perfectly in darkness of any kind, even that created by a deeper darkness spell.

Sonic Attacks - Once a sonic attack has taken effect, deafening the subject or stopping its ears does not end the effect. Stopping one's ears ahead of time allows opponents to avoid having to make saving throws.

Spell-Like Abilities - Spell-like abilities are magical and work just like spells. They are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. If no caster level is specified, the caster level is equal to the creature's Hit Dice.

Spell Resistance (SR) - A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine whether a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw if the spell would normally permit one.

Spells - Sometimes a creature can cast arcane or divine spells just as a member of a spellcasting class can (and can activate magic items accordingly). Such creatures are subject to the same spellcasting rules that characters are.

Split - The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally.

Stench - A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive.

Summon - A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry).

Sunlight Powerlessness - If the creature is in sunlight (but not in an area of daylight or similar spells), it cannot attack and is staggered.

Swallow Whole - If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new grapple check. If it succeeds, it swallows its prey, and the opponent takes bite damage. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's Statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Telepathy - The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language

Trample - As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category Smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets can attempt to avoid the trampling creature and receive a Reflex save to take half damage. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tremorsense - A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Trip - A creature with the trip special attack can attempt to trip its opponent if it hits with the specified attack

Turn Resistance - A creature with this special quality (usually an undead) is less easily affected by channeled negative or positive energy. The creature adds the listed bonus to its hit dice, and therefore additional hit points, when resisting the effects of turn undead.

Undead Traits - Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Unnatural Aura - Animals do not willingly approach the creature unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Vulnerabilities - A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a –4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor.

Water Breathing - Creatures with this ability can breathe water as well as air.

Web - Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Attempts to burst a web by those caught in it take a –4 penalty.

Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Whirlwind - Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form; otherwise it gains a fly speed equal to its base land speed while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half its height. The creature controls the exact height, but it must be at least 10 feet high.

A creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

A creature that comes in contact with the whirlwind must succeed on a Reflex save (DC 10 + 1/2 the monster's HD + the monster's Strength modifier) or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round on its turn to escape the whirlwind. The creature still takes damage that round but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. As a free action, the whirlwind can eject any carried creatures whenever it wishes, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Monsters by Challenge Ratings

The monsters are listed here in their entirety by Challenge Rating (CR). This Challenge Rating shows the average level of a party of four adventurers for which one monster would make an encounter of moderate difficulty.

For encounters of more than one monster with the same Challenge Rating figure that each time you double the number of monsters you add 2 to the Challenge Rating.

To make an encounter with monsters of different Challenge Ratings choose one monster with a Challenge Rating one less than the character's Party Encounter Level (PEL) and then pick another monster whose CR is three less than the PEL.

CR <1 Monsters

CR <1 Monsters	Hit Dice
Dire Rat	1
Elf	1
Gnome	1
Goblin	1
Halfling	1
Hobgoblin	1
Kobold	1
Merfolk	1
Orc	1
Skeleton	1
Stirge	1
Tiefling	1
Zombie	2

CR 1 Monsters

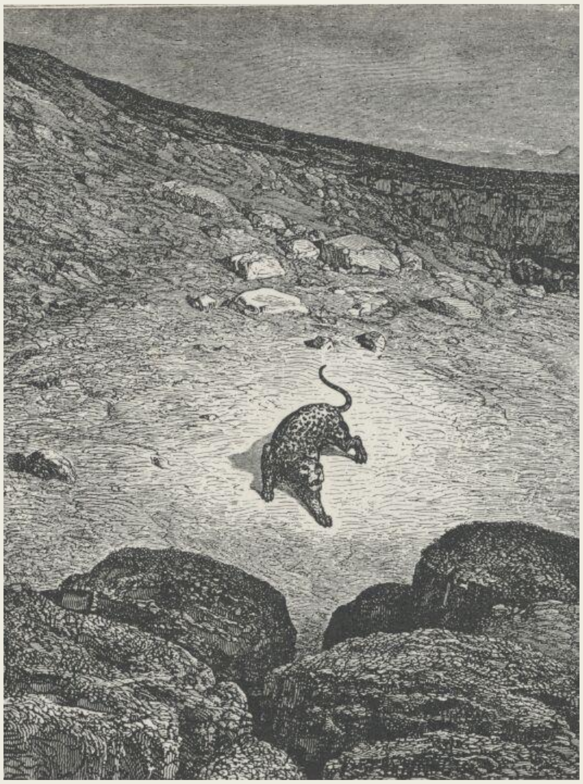
CR 1 Monsters	Hit Dice
Darkmantle	1
Drow	1
Duerger	1
Dwarf	2
Ghoul	2
Grimlock	2
Krenshar	2
Lizardfolk	2
Pseudodragon	2
Shrieker	2
Troglodyte	2
Wolf	2

CR 2 Monsters

CR 2 Monsters	Hit Dice
Bugbear	3
Hippogriff	3
Shocker Lizard	2
Spider, Large	4
Thoqqua	3
Worg	4

CR 3 Monsters

CR 3 Monsters	Hit Dice
Air Elemental	4
Ankheg	3
Centaur	4
Cockatrice	5
Dire Wolf	6
Doppelganger	4
Dryad	4
Eagle, Giant	4
Earth Elemental	4
Gelatinous Cube	4
Ghast	4
Grick	2
Hellhound	4
Howler	6
Ogre	4
Owl, Giant	4
Pegasus	4
Rust Monster	5
Scorpion, Large	5
Shadow	3
Unicorn	4
Violet Fungus	2
Water Elemental	4
Wight	4
Yeth Hound	3



CR 4 Monsters

CR 4 Monsters	Hit Dice
Pixie	1
Sea Hag	3
Gargoyle	4
Vampire Spawn	4
OwlBear	5
Satyr	5
Minotaur	6
Otyugh	6
Griffon	7
Harpy	7
Mimic	7

CR 5 Monsters

CR 5 Monsters	Hit Dice
Air Elemental	8
Cloaker	6
Djinni	7
Earth Elemental	8
Ettercap	8
Fire Elemental	8
Gibbering Mouther	4
Green Hag	9
Hydra (5 heads)	6
Manticore	6
Medusa	6
Mummy	8
Phase Spider	5
Shadow Mastiff	4
Spider, Huge	8
Troll	6
Water Elemental	8
Winter Wolf	6
Wraith	5

CR 6 Monsters

CR 6 Monsters	Hit Dice
Basilisk	6
Ettin	10
Salamander	9
Shambling Mound	8
Will-O-Wisp	9
Wyvern	7
Xill	5
Xorn	7

CR 7 Monsters

CR 7 Monsters	Hit Dice
Air Elemental	16
Black Pudding	10
Bulette	9
Chimera	9
Dire Bear	12
Drider	6
Earth Elemental	16
Fire Elemental	16
Hill Giant	12
Hydra (8 heads)	8
Invisible Stalker	8
Nymph	6
Remorhaz	7
Scorpion, Huge	10
Spectre	7
Water Elemental	16

CR 8 Monsters

CR 8 Monsters	Hit Dice
Gorgon	8
Grey Render	10
Ogre Mage	5
Stone Giant	14
Treant	7

CR 9 Monsters

CR 9 Monsters	Hit Dice
Frost Giant	14
Hydra (10 heads)	10
Roc	18

CR 10 Monsters

CR 2 Monsters	Hit Dice
Clay Golem	11
Fire Giant	16
Flesh Golem	9
Naga, Guardian	11
Rakshasa	7

CR 11 Monsters

CR 11 Monsters	Hit Dice
Air Elemental	24
Barbed Devil	12
Cloud Giant	17
Earth Elemental	24
Fire Elemental	24
Hydra (12 heads)	12
Stone Golem	14
Water Elemental	24

CR 12 Monsters

CR 12 Monsters	Hit Dice
Frost Worm	14
Kraken	20
Lich	11
Purple Worm	16
Roper	10

CR 13 Monsters

CR 13 Monsters	Hit Dice
Iron Golem	18
Storm Giant	19

CR 20 Monsters

CR 2 Monsters	Hit Dice
Balor	20
Terrasque	48

CR 21 Monsters

CR 2 Monsters	Hit Dice
Dragon, Red	31
Titan	20

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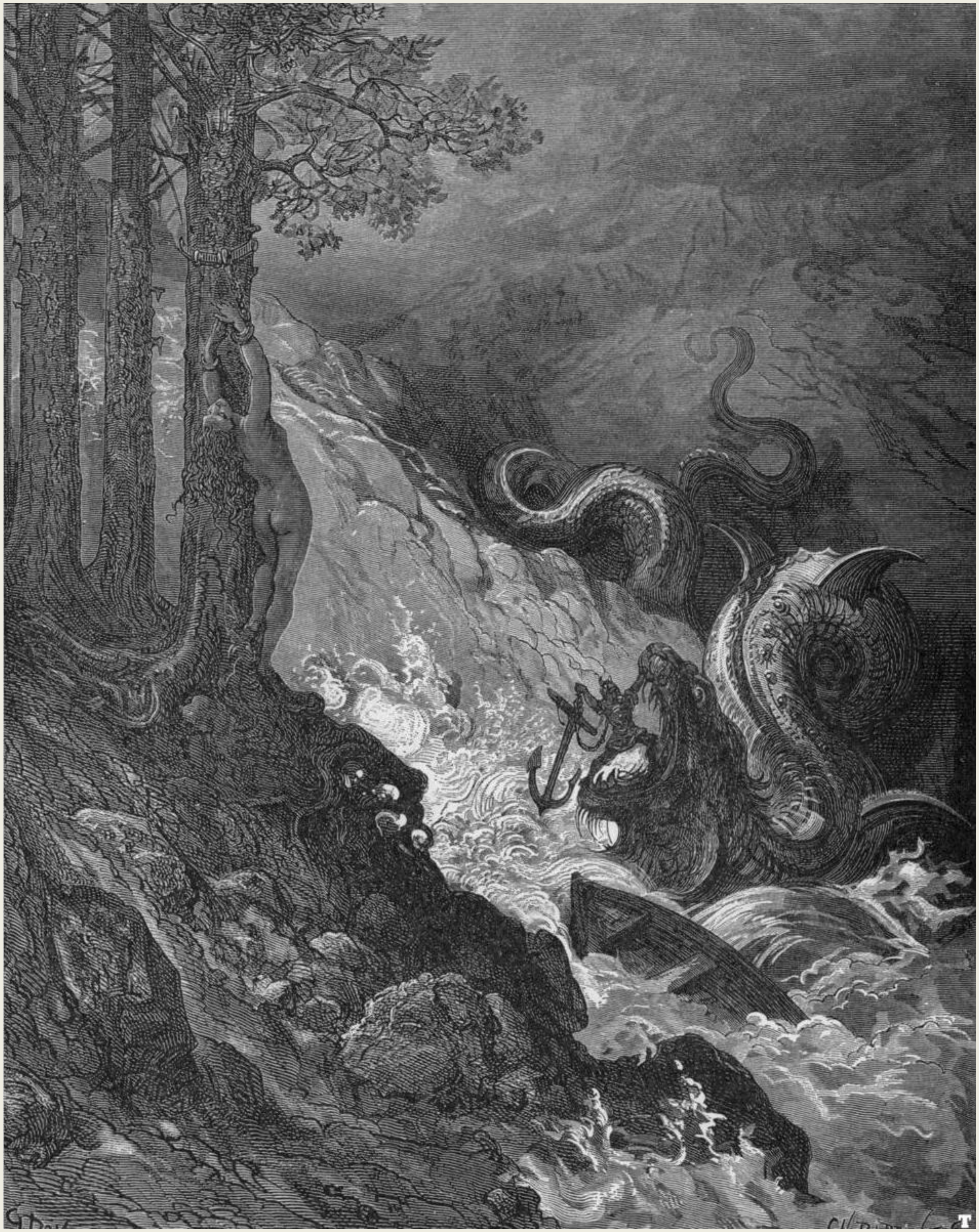
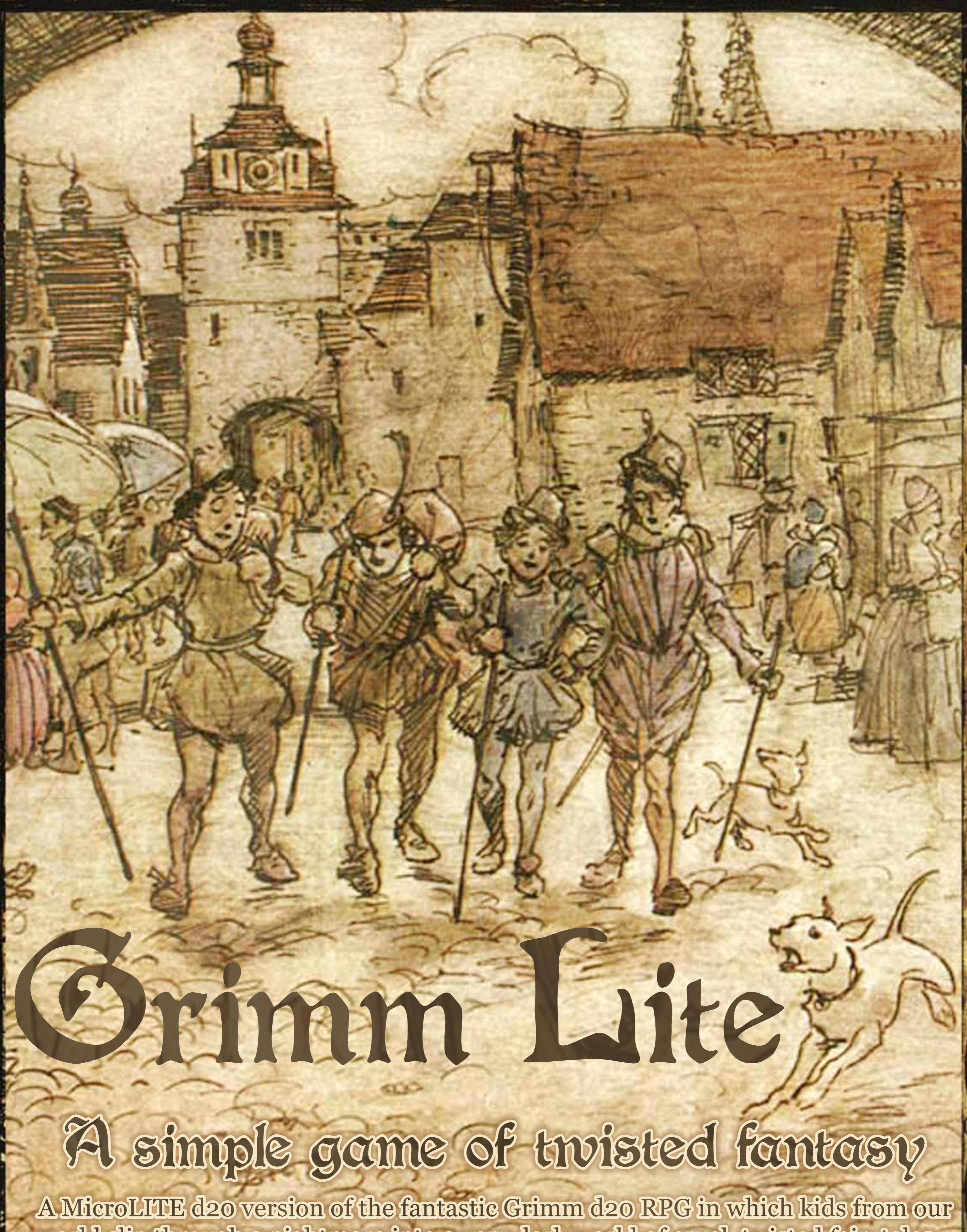
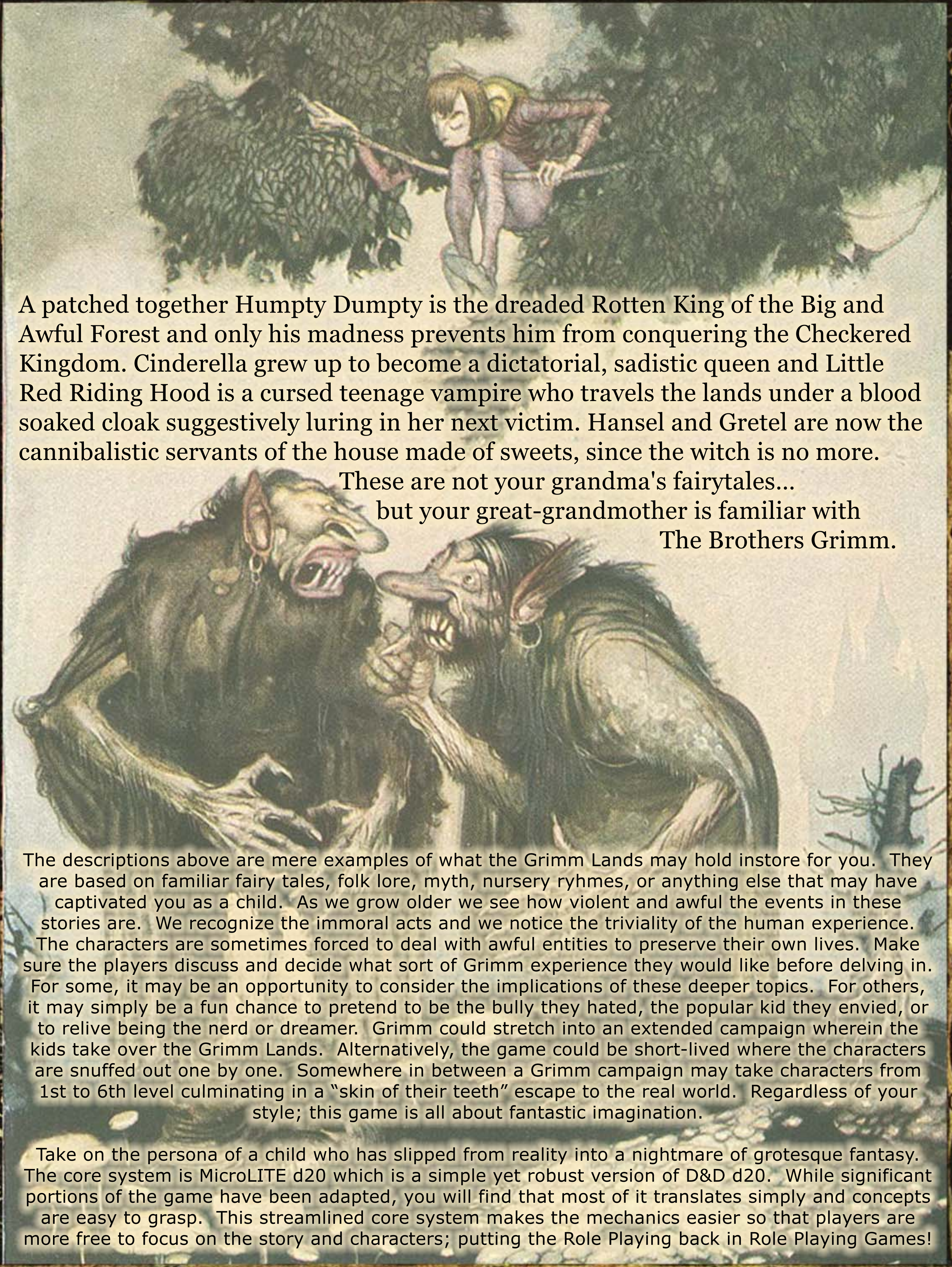




Grimm Lite

A simple game of twisted fantasy

A MicroLITE d20 version of the fantastic Grimm d20 RPG in which kids from our world slip through a nightmare into a very dark world of cruel, twisted fairytales...
The Grimm Lands



A patched together Humpty Dumpty is the dreaded Rotten King of the Big and Awful Forest and only his madness prevents him from conquering the Checkered Kingdom. Cinderella grew up to become a dictatorial, sadistic queen and Little Red Riding Hood is a cursed teenage vampire who travels the lands under a blood soaked cloak suggestively luring in her next victim. Hansel and Gretel are now the cannibalistic servants of the house made of sweets, since the witch is no more.

These are not your grandma's fairytales...
but your great-grandmother is familiar with
The Brothers Grimm.

The descriptions above are mere examples of what the Grimm Lands may hold instore for you. They are based on familiar fairy tales, folk lore, myth, nursery ryhmes, or anything else that may have captivated you as a child. As we grow older we see how violent and awful the events in these stories are. We recognize the immoral acts and we notice the triviality of the human experience. The characters are sometimes forced to deal with awful entities to preserve their own lives. Make sure the players discuss and decide what sort of Grimm experience they would like before delving in. For some, it may be an opportunity to consider the implications of these deeper topics. For others, it may simply be a fun chance to pretend to be the bully they hated, the popular kid they envied, or to relive being the nerd or dreamer. Grimm could stretch into an extended campaign wherein the kids take over the Grimm Lands. Alternatively, the game could be short-lived where the characters are snuffed out one by one. Somewhere in between a Grimm campaign may take characters from 1st to 6th level culminating in a “skin of their teeth” escape to the real world. Regardless of your style; this game is all about fantastic imagination.

Take on the persona of a child who has slipped from reality into a nightmare of grotesque fantasy. The core system is MicroLITE d20 which is a simple yet robust version of D&D d20. While significant portions of the game have been adapted, you will find that most of it translates simply and concepts are easy to grasp. This streamlined core system makes the mechanics easier so that players are more free to focus on the story and characters; putting the Role Playing back in Role Playing Games!

The Story

You may be familiar with the structure of: Campaign > Adventures > Encounters > Challenges. A Campaign is the over arching story that ties together all of the Adventures with a clear beginning and end. Adventures typically have their own beginning and end; they are a culmination of several Encounters. These Encounters are comprised of different challenges; such as conflict, mysteries, puzzles, or other trials. Grimm Md20 uses the same construct but with different names:
Story > Chapters > Scenes > Trials

There is an over arching Story with a clear beginning; usually starting with all of the kids ending up in the Grimm Lands. The Story also has a definitive end; this may be an escape back to reality by the skin of their teeth or perhaps some other epic achievement. All players, including the GM, need to have a discussion before the game on just what kind of story everyone wants. Is this going to be a long or short story? Do players want a gritty nightmare of grotesque tribulations or something more lighthearted, facniful yet epic? What are the expectations of players and the GM? After creating characters; players should again discuss with the GM their character's persona. What drives the characters? Do they have their own personal goals? What is their background and personality?

The GM can then tailor Chapters, Scenes, and Trials that the characters will take part in.
While many elements of familiar stories can, and should, be used to create your story... make no mistake this is a whole new story limited only by imagination.

Get ready to partake in the greatest story not yet told!

Fairy Tale Elements

Fairy tales employ several staple elements. Here is a brief deconstruction to aid in creating your own stories.

Moral: The lesson or moral of the story. Feel free to twist it. For example "Too much of a good thing is bad!" but a Grimm twist could be "Too much of a bad thing is great!"

Characters: Heroes and villains. Make no mistake that the PCs are the true heroes. NPCs should never steal the spotlight. Grimm Land 'heroes' are often failed precursors who attempted the quest but fell to their own moral or physical failings. It's now up to the kids!

Motives: NPCs in the Grimm Lands have powerful motivations driving them: Hunger, Hate, Jealousy, Fear, Love, etc. Emotions and actions taken to reach their goals should be over the top. Personalities can be multidimensional and they are always driving to their goals.

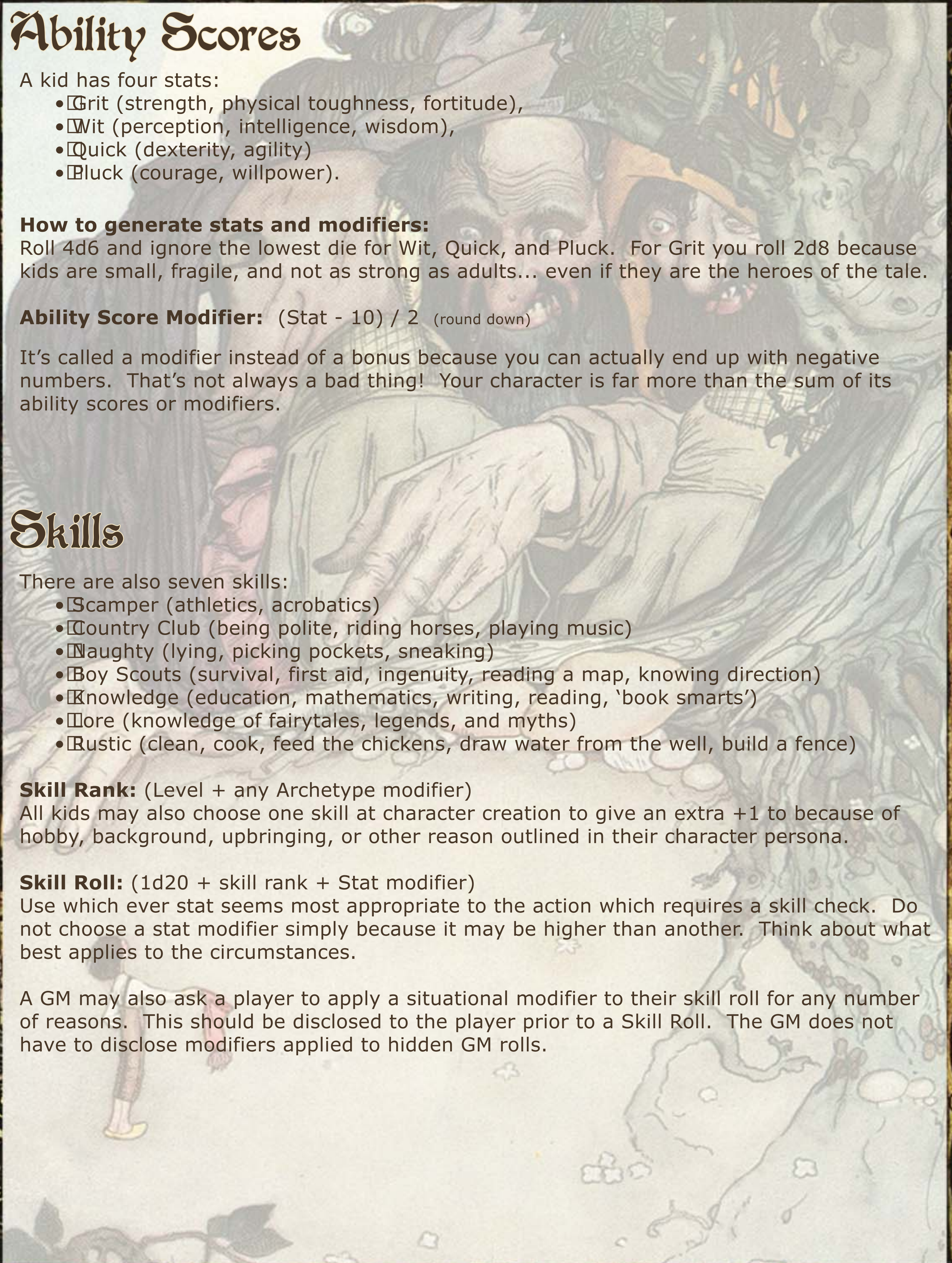
Environment: Adventures are typically set in an environment. Paint them lavishly but with twisted or even creepy overtones and details. Everything in the Grimm Lands is created from imagination thus everything, even the environment itself, is alive and changing.

Call to Adventure: Often a herald is used to announce the call to adventure; a talking animal, old woman, or some temptation leading the children to danger.

Descent: Be it physical or psychological, descent is a great element. The kids are pushed past the threshold of security and must face danger. In order to reach the top they must start at the bottom.

Trials: Think beyond combat. Puzzles, riddles, mazes, and contests test the kids resolve.

Victory & Rewards: When objectives are achieved then rewards are deserved. New items, spells, treasure, information leading toward a long term goal, securing the hand of a princess for marriage, and much more await children who descend into danger, face their trials, and triumph!



Ability Scores

A kid has four stats:

- Grit (strength, physical toughness, fortitude),
- Wit (perception, intelligence, wisdom),
- Quick (dexterity, agility)
- Pluck (courage, willpower).

How to generate stats and modifiers:
Roll 4d6 and ignore the lowest die for Wit, Quick, and Pluck. For Grit you roll 2d8 because kids are small, fragile, and not as strong as adults... even if they are the heroes of the tale.

Ability Score Modifier: (Stat - 10) / 2 (round down)

It's called a modifier instead of a bonus because you can actually end up with negative numbers. That's not always a bad thing! Your character is far more than the sum of its ability scores or modifiers.

Skills

There are also seven skills:

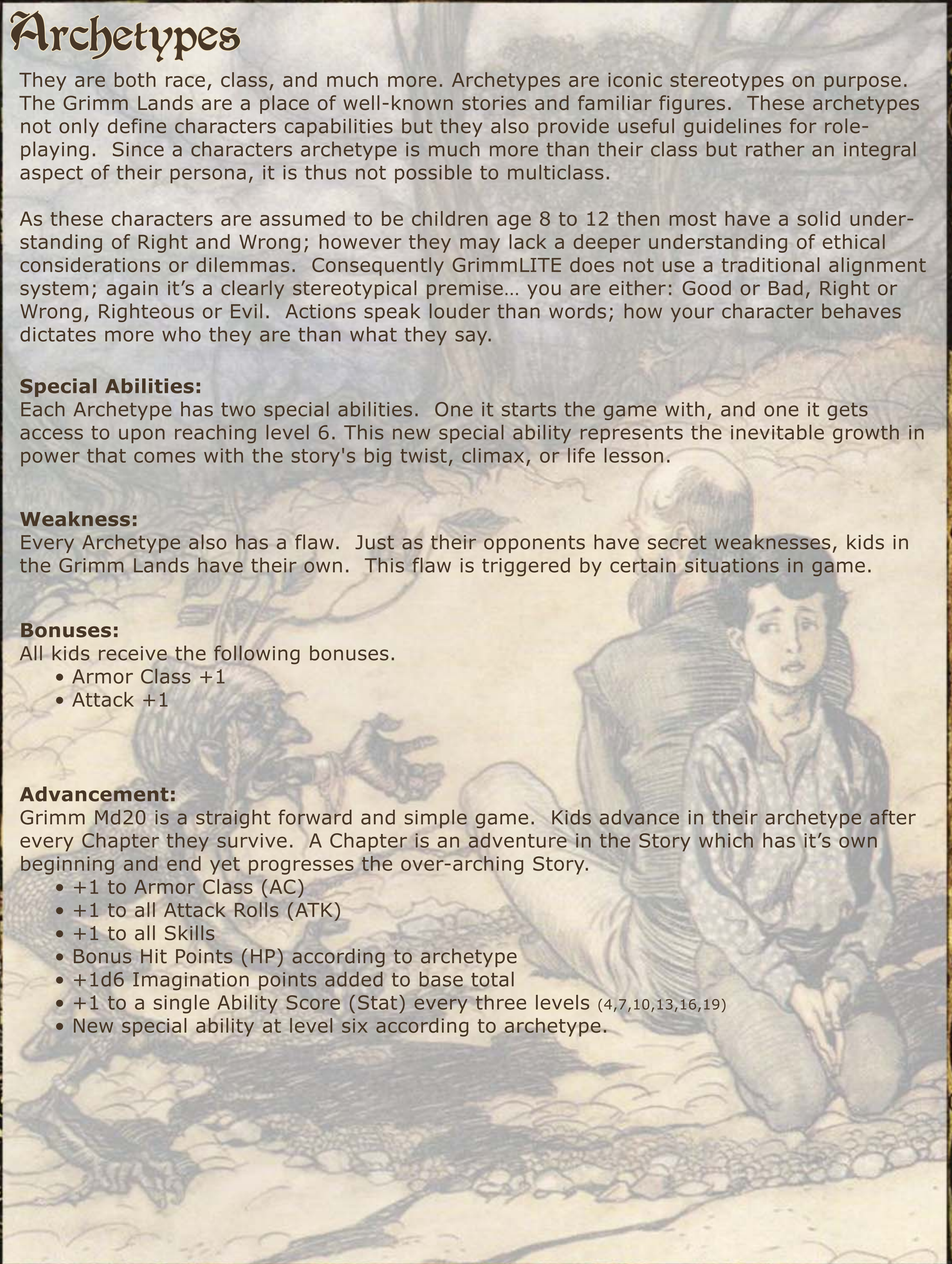
- Scamper (athletics, acrobatics)
- Country Club (being polite, riding horses, playing music)
- Naughty (lying, picking pockets, sneaking)
- Boy Scouts (survival, first aid, ingenuity, reading a map, knowing direction)
- Knowledge (education, mathematics, writing, reading, 'book smarts')
- Lore (knowledge of fairytales, legends, and myths)
- Rustic (clean, cook, feed the chickens, draw water from the well, build a fence)

Skill Rank: (Level + any Archetype modifier)
All kids may also choose one skill at character creation to give an extra +1 to because of hobby, background, upbringing, or other reason outlined in their character persona.

Skill Roll: (1d20 + skill rank + Stat modifier)
Use which ever stat seems most appropriate to the action which requires a skill check. Do not choose a stat modifier simply because it may be higher than another. Think about what best applies to the circumstances.

A GM may also ask a player to apply a situational modifier to their skill roll for any number of reasons. This should be disclosed to the player prior to a Skill Roll. The GM does not have to disclose modifiers applied to hidden GM rolls.

Archetypes



They are both race, class, and much more. Archetypes are iconic stereotypes on purpose. The Grimm Lands are a place of well-known stories and familiar figures. These archetypes not only define characters capabilities but they also provide useful guidelines for role-playing. Since a characters archetype is much more than their class but rather an integral aspect of their persona, it is thus not possible to multiclass.

As these characters are assumed to be children age 8 to 12 then most have a solid understanding of Right and Wrong; however they may lack a deeper understanding of ethical considerations or dilemmas. Consequently GrimmLITE does not use a traditional alignment system; again it's a clearly stereotypical premise… you are either: Good or Bad, Right or Wrong, Righteous or Evil. Actions speak louder than words; how your character behaves dictates more who they are than what they say.

Special Abilities:
Each Archetype has two special abilities. One it starts the game with, and one it gets access to upon reaching level 6. This new special ability represents the inevitable growth in power that comes with the story's big twist, climax, or life lesson.

Weakness:
Every Archetype also has a flaw. Just as their opponents have secret weaknesses, kids in the Grimm Lands have their own. This flaw is triggered by certain situations in game.

Bonuses:
All kids receive the following bonuses.

- Armor Class +1
- Attack +1

Advancement:
Grimm Md20 is a straight forward and simple game. Kids advance in their archetype after every Chapter they survive. A Chapter is an adventure in the Story which has it's own beginning and end yet progresses the over-arching Story.

- +1 to Armor Class (AC)
- +1 to all Attack Rolls (ATK)
- +1 to all Skills
- Bonus Hit Points (HP) according to archetype
- +1d6 Imagination points added to base total
- +1 to a single Ability Score (Stat) every three levels (4,7,10,13,16,19)
- New special ability at level six according to archetype.

Bully

I'm here to steal your lunch money and hand out wedgies. Being in charge is very important and second only to survival. I am the subject of fear and loathing in the eyes of other children. However being dropped into the Grimm Lands puts a new perspective on being a bully. While I may still push around the other kids; ultimately they are MY kids. If anyone else is going to intimidate or harm them they have to go through the me first!

Features:

- +8 Base HP
- +1 Grit

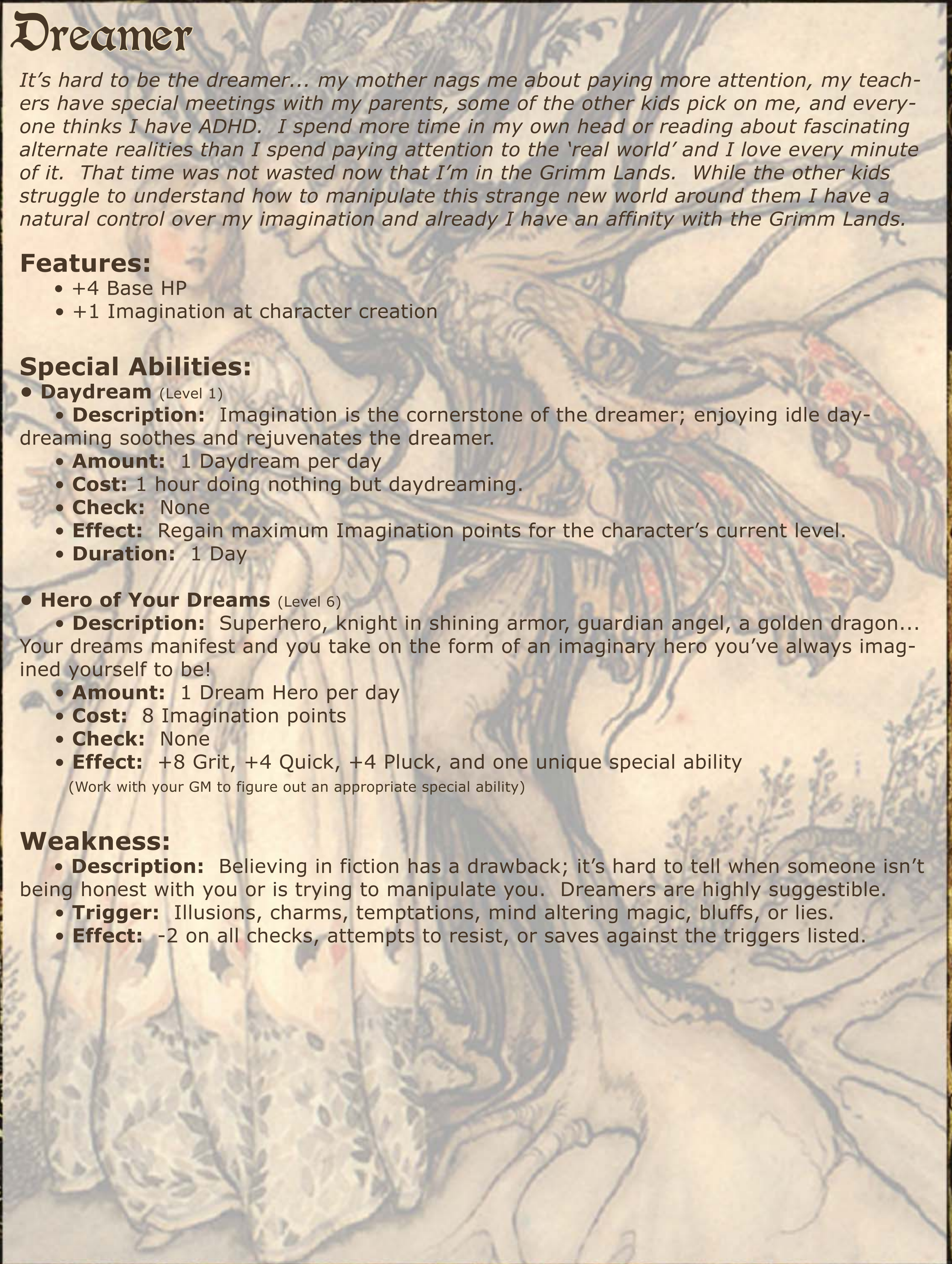
Special Abilities:

- **Taunt** (Level 1)
  - **Description:** Quickly ascertain someone's doubts, weaknesses, and misgivings then exploit them to your advantage.
  - **Amount:** 1 Taunt per Level per day
  - **Cost:** 1 Imagination point
  - **Check:** Bully rolls (1d20 + Wit + Naughty) vs. Opponent (1d20 + Pluck + Rustic)
  - **Effect:** Success causes the opponent to doubt themselves and they take a -2 on all rolls for the rest of the Scene. If the bully succeeds by 10 or more the opponent completely despairs and flees the Scene as quick as possible; if they can not flee then they cower in place.
  - **Duration:** Instant

- **Take One for the Team** (Level 6)
  - **Description:** The bully's life lesson is that the true meaning of being strong is not harming those weaker than yourself- it's protecting them!
  - **Amount:** Unlimited (as long as the bully can see their friends)
  - **Cost:** 1 Imagination point
  - **Check:** None; but the bully must be able to see all of their friends
  - **Effect:** Take all damage one friend was supposed to take that round
  - **Duration:** 1 Round

Weakness:

- **Description:** Bullies only feel safe when they are sure of their superiority.
- **Trigger:** Facing an opponent either larger, stronger (Grit), mightier (Level), or scarier than the bully.
- **Effect:** Unable to use Taunts and -2 on all rolls against that opponent.



Dreamer

It's hard to be the dreamer... my mother nags me about paying more attention, my teachers have special meetings with my parents, some of the other kids pick on me, and everyone thinks I have ADHD. I spend more time in my own head or reading about fascinating alternate realities than I spend paying attention to the 'real world' and I love every minute of it. That time was not wasted now that I'm in the Grimm Lands. While the other kids struggle to understand how to manipulate this strange new world around them I have a natural control over my imagination and already I have an affinity with the Grimm Lands.

Features:

- +4 Base HP
- +1 Imagination at character creation

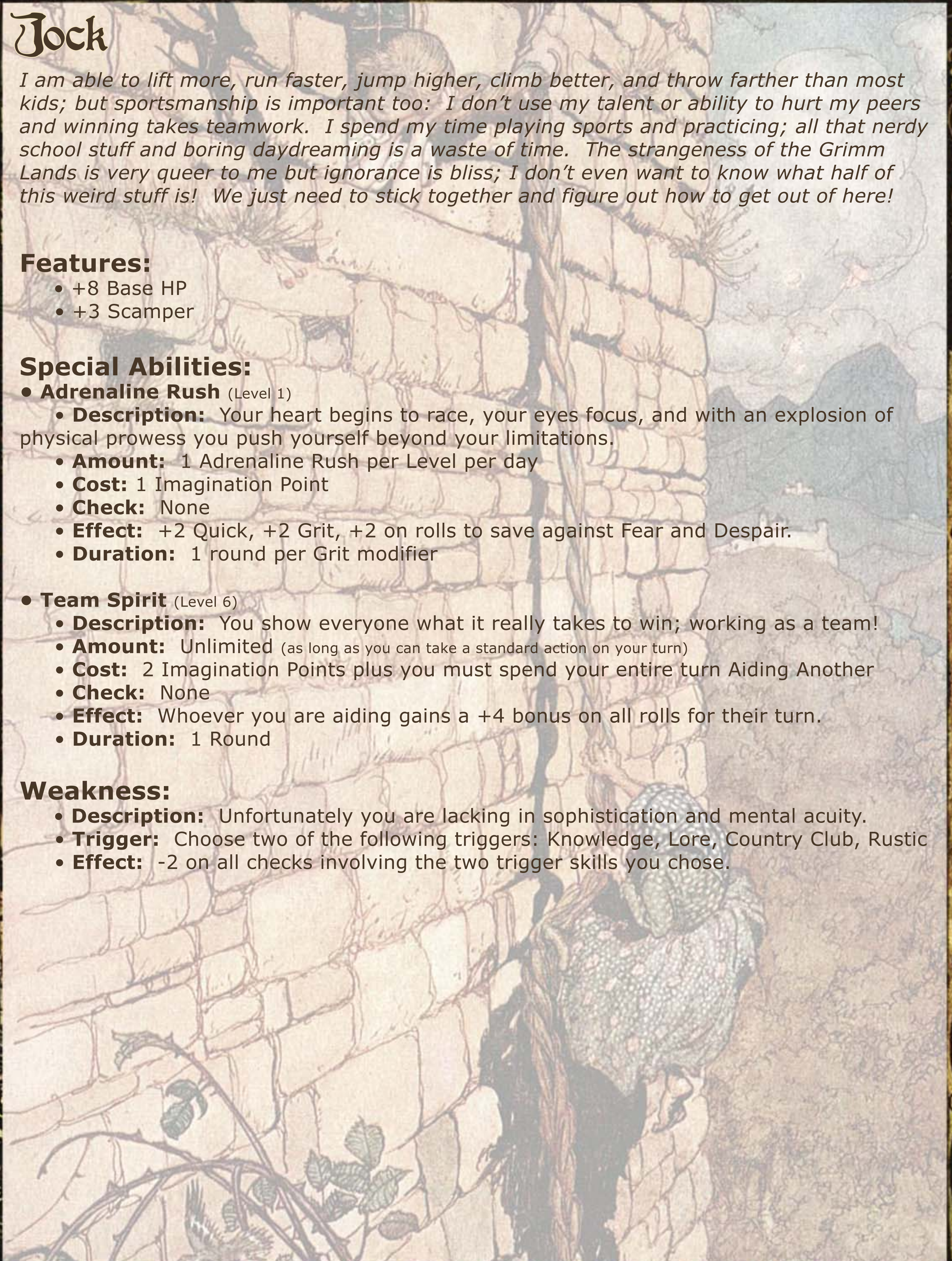
Special Abilities:

- **Daydream** (Level 1)
  - **Description:** Imagination is the cornerstone of the dreamer; enjoying idle daydreaming soothes and rejuvenates the dreamer.
  - **Amount:** 1 Daydream per day
  - **Cost:** 1 hour doing nothing but daydreaming.
  - **Check:** None
  - **Effect:** Regain maximum Imagination points for the character's current level.
  - **Duration:** 1 Day

- **Hero of Your Dreams** (Level 6)
  - **Description:** Superhero, knight in shining armor, guardian angel, a golden dragon... Your dreams manifest and you take on the form of an imaginary hero you've always imagined yourself to be!
  - **Amount:** 1 Dream Hero per day
  - **Cost:** 8 Imagination points
  - **Check:** None
  - **Effect:** +8 Grit, +4 Quick, +4 Pluck, and one unique special ability (Work with your GM to figure out an appropriate special ability)

Weakness:

- **Description:** Believing in fiction has a drawback; it's hard to tell when someone isn't being honest with you or is trying to manipulate you. Dreamers are highly suggestible.
- **Trigger:** Illusions, charms, temptations, mind altering magic, bluffs, or lies.
- **Effect:** -2 on all checks, attempts to resist, or saves against the triggers listed.



Jock

I am able to lift more, run faster, jump higher, climb better, and throw farther than most kids; but sportsmanship is important too: I don't use my talent or ability to hurt my peers and winning takes teamwork. I spend my time playing sports and practicing; all that nerdy school stuff and boring daydreaming is a waste of time. The strangeness of the Grimm Lands is very queer to me but ignorance is bliss; I don't even want to know what half of this weird stuff is! We just need to stick together and figure out how to get out of here!

Features:

- +8 Base HP
- +3 Scamper

Special Abilities:

- **Adrenaline Rush** (Level 1)
  - **Description:** Your heart begins to race, your eyes focus, and with an explosion of physical prowess you push yourself beyond your limitations.
  - **Amount:** 1 Adrenaline Rush per Level per day
  - **Cost:** 1 Imagination Point
  - **Check:** None
  - **Effect:** +2 Quick, +2 Grit, +2 on rolls to save against Fear and Despair.
  - **Duration:** 1 round per Grit modifier

- **Team Spirit** (Level 6)
  - **Description:** You show everyone what it really takes to win; working as a team!
  - **Amount:** Unlimited (as long as you can take a standard action on your turn)
  - **Cost:** 2 Imagination Points plus you must spend your entire turn Aiding Another
  - **Check:** None
  - **Effect:** Whoever you are aiding gains a +4 bonus on all rolls for their turn.
  - **Duration:** 1 Round

Weakness:

- **Description:** Unfortunately you are lacking in sophistication and mental acuity.
- **Trigger:** Choose two of the following triggers: Knowledge, Lore, Country Club, Rustic
- **Effect:** -2 on all checks involving the two trigger skills you chose.

Nerd

I excel at math, science, geography, civics, English, history.. uh, what's that? Oh... Sports? Yes I love sports; chess and debate team! What? Those aren't "real" sports? Well I just never had the time for 'real' sports. Now here in the Grimm Lands I sure wish I could run a little faster and jump further! This world confounds me; it makes no sense and does not operate in accordance to any rational logic. Though magical incantations here do really intrigue me! I shall have to study them and figure some out.

Features:

- +4 Base HP
- +3 Knowledge

Special Abilities:

- **Flash of Inspiration** (Level 1)
  - **Description:** Insight hits you like a bolt of lightning and often just when needed; an ineffable moment of epiphany!
  - **Amount:** Unlimited (as long as you have Imagination Points to spend)
  - **Cost:** As many Imagination Points as you wish.
  - **Check:** None
  - **Effect:** Ask the GM for a clue or bit of information. How clear and helpful this information is depends directly on how much Imagination you spend.
  - **Duration:** Instant

- **Make Sense** (Level 6)
  - **Description:** Only a nerd would use their imagination to enforce logic upon a world based entirely on fantasy; but it's not surprising!
  - **Amount:** Unlimited (as long as you have Imagination Points to spend)
  - **Cost:** 8 Imagination Points
  - **Check:** None
  - **Effect:** All opponents in this scene are unable to use any spell-like abilities or super natural abilities for the duration of this scene.
  - **Duration:** 1 Scene

Weakness:

- **Description:** Everyone knows you are pathetically under developed and simply not cool; but you would debate those points on the basis that their definitions of "developed" and "cool" are unenlightened and misguided.
- **Trigger:** Any checks involving Naughty or Scamper.
- **Effect:** -2 to all checks using Naughty or Scamper skills.

Normal Kid

I play sports but I'm not the star. I have friends, just not as many as that popular kid. I get good grades but I'm not a nerd. I'm just an ordinary kid who sits three rows back from you in English class. What? You don't remember that I'm even in your class?! Now that we are in the Grimm Lands together I hope you won't forget me. Seems like everything here in this crazy place is always looking at me, sizing me up, as if I'd be the first thing they would eat if we were all in their pot of stew... it's kind'a creepy...

Features:

- +6 Base HP
- +1 to any two skills you choose at character creation.

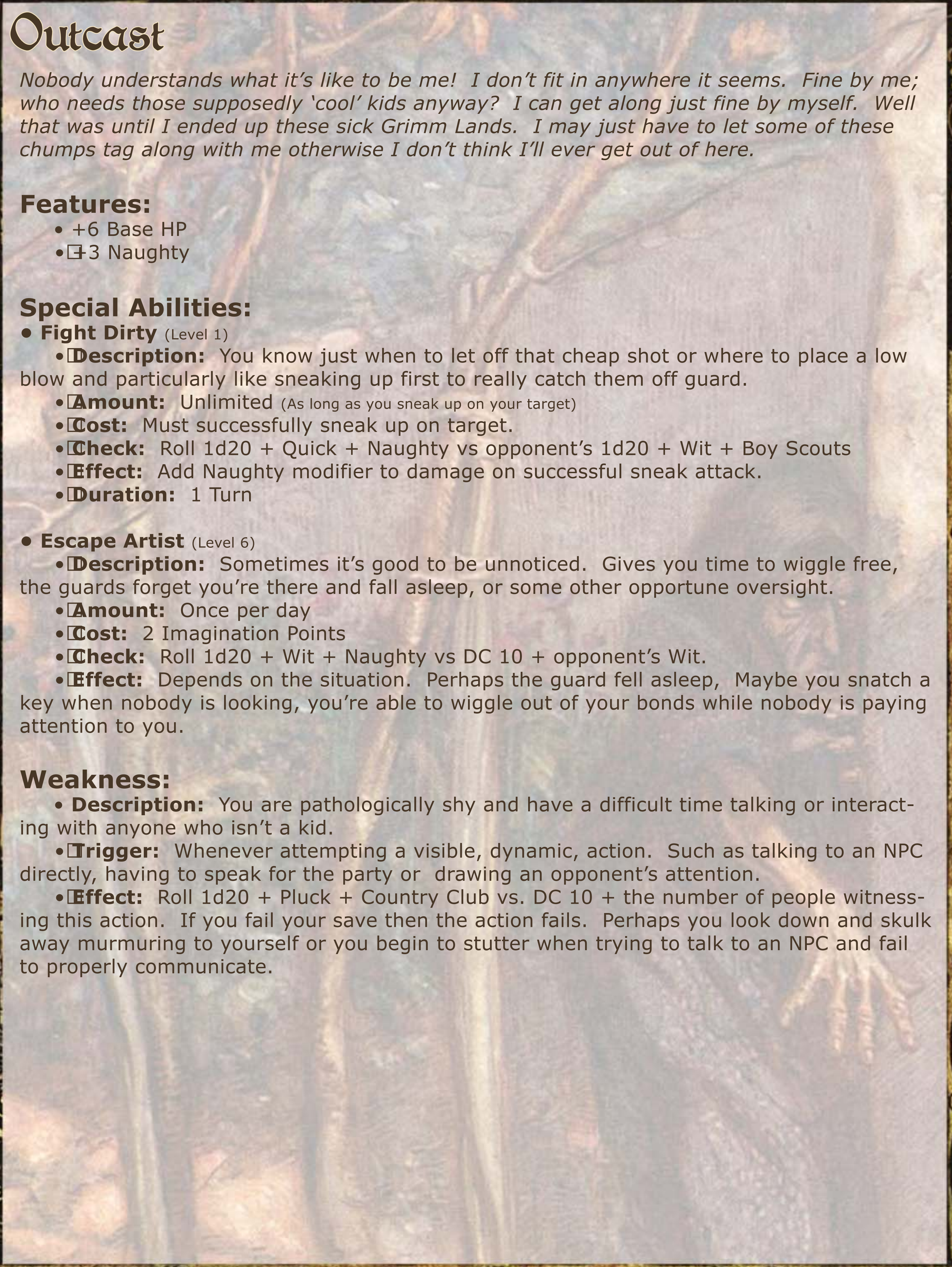
Special Abilities:

- **Jack of All** (Level 1)
  - **Description:** As the old saying goes: Jack of all trades but master of none.
  - **Amount:** Unlimited (As long as you have Imagination Points to spend)
  - **Cost:** 3 Imagination Points
  - **Check:** Use check from the special ability used from other Archetype.
  - **Effect:** Use any Level 1 Special Ability from any other Archetype.
  - **Duration:** Use duration of the special ability used from other Archetype.

- **Unusual Heritage** (Level 6)
  - **Description:** Like all too many dramatic stories; the normal kid finds out later in the story that they are anything but normal.
  - **Amount:** Unlimited (this is a permanent effect)
  - **Cost:** None
  - **Check:** None
  - **Effect:** You should figure out what your characters unusual heritage is and then work with your GM to figure out what appropriate features will enhance your character. There should be some sort of cost (such as Imagination) or drawback to use your new features.
  - **Duration:** Permanent

Weakness:

- **Description:** The red shirt, the heroes expendable side kick, the meat shield, the extra character on the away team that everyone knows will get greased first.
- **Trigger:** Any time the GM is supposed to pick a kid 'randomly' it always seems to be a normal kid in the group. When misfortune strikes it aims for the normal kid.
- **Effect:** Opponents always try to hit the normal kid first. If the GM is supposed to pick a kid at random for some ill fate they always choose the normal kid.



Outcast

Nobody understands what it's like to be me! I don't fit in anywhere it seems. Fine by me; who needs those supposedly 'cool' kids anyway? I can get along just fine by myself. Well that was until I ended up these sick Grimm Lands. I may just have to let some of these chumps tag along with me otherwise I don't think I'll ever get out of here.

Features:

- +6 Base HP
- +3 Naughty

Special Abilities:

- **Fight Dirty** (Level 1)
  - **Description:** You know just when to let off that cheap shot or where to place a low blow and particularly like sneaking up first to really catch them off guard.
  - **Amount:** Unlimited (As long as you sneak up on your target)
  - **Cost:** Must successfully sneak up on target.
  - **Check:** Roll 1d20 + Quick + Naughty vs opponent's 1d20 + Wit + Boy Scouts
  - **Effect:** Add Naughty modifier to damage on successful sneak attack.
  - **Duration:** 1 Turn

- **Escape Artist** (Level 6)
  - **Description:** Sometimes it's good to be unnoticed. Gives you time to wiggle free, the guards forget you're there and fall asleep, or some other opportune oversight.
  - **Amount:** Once per day
  - **Cost:** 2 Imagination Points
  - **Check:** Roll 1d20 + Wit + Naughty vs DC 10 + opponent's Wit.
  - **Effect:** Depends on the situation. Perhaps the guard fell asleep, Maybe you snatch a key when nobody is looking, you're able to wiggle out of your bonds while nobody is paying attention to you.

Weakness:

- **Description:** You are pathologically shy and have a difficult time talking or interacting with anyone who isn't a kid.
- **Trigger:** Whenever attempting a visible, dynamic, action. Such as talking to an NPC directly, having to speak for the party or drawing an opponent's attention.
- **Effect:** Roll 1d20 + Pluck + Country Club vs. DC 10 + the number of people witnessing this action. If you fail your save then the action fails. Perhaps you look down and skulk away murmuring to yourself or you begin to stutter when trying to talk to an NPC and fail to properly communicate.

Popular

Everyone knows my name and they all like me. I'm THE most popular kid in school. Kids look to me for social rules and I'm happy to give them. My friends and I determine fashion, who's 'in' or who's 'out', and what's cool. Now here in the Grimm Lands I have only a few friends which is unnerving at best. However at least I'm not alone and I have a team to work with and help find a way out of here.

Features:

- +6 Base HP
- +3 Country Club

Special Abilities:

- **Chearleading** (Level 1)
    - **Description:** Words of confidence from the popular kid can go a long ways to inspiring other people and motivating them to succeed.
    - **Amount:** Unlimited (So long as you can speak and they can hear you)
    - **Cost:** 1 Imagination Point plus you may take no other actions except chearleeding
    - **Check:** Roll 1d20 + Wit + Country Club vs. DC 20
    - **Effect:** Success means your allies gain +2 on all rolls while you chearlead
    - **Duration:** As long as you do nothing but chearlead they gain the bonus

- **Silver Tongue** (Level 6)
    - **Description:** You have an uncanny ability to convince others of seeing things your way and doing what you ask them to do.
    - **Amount:** Unlimited (As long as you have enough Imagination Points)
    - **Cost:** 8 Imagination Points
    - **Check:** Target rolls 1d20 + Pluck + Rustic vs. DC 40
    - **Effect:** Target will obey a single command, answer a single question to the best of it's ability, or see a point of view that agrees with you.
    - **Duration:** 1 round

Weakness:

- **Description:** Haughty and proud; it's hard for you to take advice from others, admit they are right when you thought they were wrong, or to obey orders.
- **Trigger:** Whenever someone tries to help you with out you asking them to.
- **Effect:** Spend 1 Imagination Point to receive their help else you turn them away.

The Role of Imagination

Description: The kids may be trapped in a nightmare but even a nightmare is, at it's core, a bad dream. Dreams are created purely out of imagination and therefore the boundaries and behaviors of the Grimm Lands are more flexible than reality. Kids poses a powerful magic feared by all foul denizens; Imagination. They are able to manipulate the world around them, unlock their inner potential, and even cast magical incantations!

Imagination Points:

- **Description:** Children in the Grimm Lands quickly learn imagination has real power here; giving them the ability to edit the story they now find themselves in. These Imagination Points represent their capacity for manipulating the story and the Grimm Lands. Using Imagination Points to warp the world or change the story is called an 'imagining'. These points are also used to empower some special abilities.
- **Starting Points:** Each kid starts with (Pluck + 3) Imagination Points.

- **Using Imagination:** Kids can spend Imagination Points at any time during a round under any circumstance; only death can stop a child's imagination. Simply come up with the idea and then your character must believe in it. How strongly a kid believes in their imagination is determined by how many Imagination Points they spend on the imagining.

- **Two Rules of Imaginings:** Coming up with a bunch of convoluted rules and categories for circumstances and results of using ones imagination is way too complicated (and probably wouldn't be much fun!) There are instead only two hard rules of an imagining:
  1) Imagination can not be used to directly damage or destroy anything.
  2) Imaginings can not be used to replicate an archetype feature or special ability.

- **Increasing Points:** There are three ways to gain points.
  - **Advancement:** Base Imagination Points increased by +1d6 every level.
  - **Inspirational:** The GM may declare an exceptionally creative action to be Inspirational and award a small number of temporary Imagination Points to all who witnessed it. Since inspiration is fleeting these points last only an hour or so.
  - **Self Exploration:** For acts or thoughts that are so creative, expressive, and selfless the GM may declare these to be acts of Self Exploration. Thus granting a permanent increase to that character's base Imagination Points.

- **Depleating Points:**
  - **Using Points:** Typically Imagination Points are spent on imaginings, incantations, and special abilities.
  - **Despair:** Imagination points can be lost from fear, despair, anger, loneliness, and other psychologically damaging situations. Being seperated from friends or allies in unsafe circumstances particularly put kids in danger of despair. Details are found under the "Hazardous Story Elements" section
  - **Zero Points:** If a kid ever reaches 0 Imagination Points they take a -4 to all rolls and become a beacon to villains who are eager to exploit their moment of weakness.

- **Replenishing Points:** Imagination is planted in the frtile soil of the idle mind and takes root in dreams. After six hours of uninterrupted sleep kids regain their imagination points up to their base total.

Adjudicating Imaginings

Guidelines & Examples:

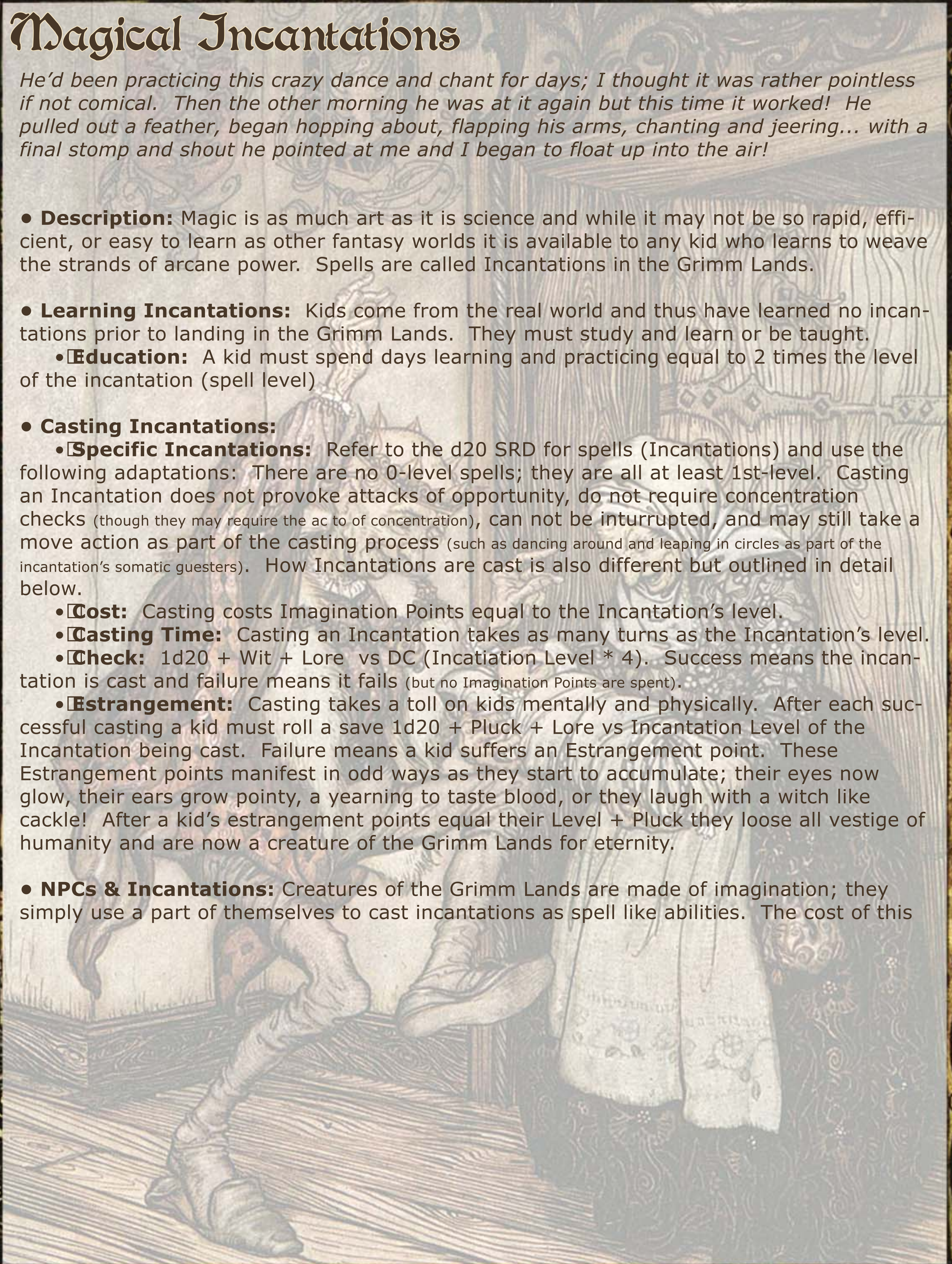
- **Cost Reduction:** Ultimately the cost of an imagining is decided by the GM however players are encouraged to use rationalization in an effort to lower the cost. A guideline here would be that if you can come up with a logical rationale as to how the imagining occurred then the cost could be lowered by 1 point (example: It begins to rain from the dark grey clouds we noticed a while back). If you came up with a imaginative fairytale to explain the imagining then it may be lowered by 2 points (example: Rain sprinkles down heavily from the clouds above because a giant who lives in the clouds is watering his garden!).

- **Keep It Original:** Try not to use the same idea or imagining more than once. Keep the story fun, new, exciting, and full of imagination. It's not about exploiting the lax nature of these rules or trying to get the most bang out of your Imagination Points. You and your friends are participating in the greatest story that's never been told; make it fun and exciting... not boring and predictable.

- **Cost of Imaginings:** It's important to point out again that these are merely suggestions and guidelines. Each imagining must be adjudicated on a case by case basis between players and the GM to decide if it even happens, how it will happen, and what the cost is.
  - **One Point Imagining:** Subtle, minor, change to the space around a character. These are usually fleeting adjustments and do not last long. A kid Finds a piece of candy in their pocket they must have forgotten about. A fruit tree just happens to be near by. The sun peeks out from a cloud shedding light on an area (translating in to a +1 bonus on a roll).
  - **Two Point Imagining:** Noticeable changes to the scene; fortuitous happenings. Mild environmental changes that may effect other characters nearby. The children find a tool just in time to use it. They stumble upon a hidden passage. Someone left a donkey tied to a tree. Rain breaks out from dark clouds above. Fog rolls in off a nearby pond.
  - **Four Point Imagining:** Obvious and specific changes may be imagined. Specific and useful items may appear. Children become capable of miraculous things. The key they just found opens a specific door. A kid becomes stronger, faster, smarter, more clever, or cooler then they ever were in the real world (+2 bonus). The raging river has a convenient ford around the next bend. The rope bridge snaps just as the last kid steps off it safely.
  - **Six Point Imagining:** Powerful and drastic alterations to a scene. Changes to the weather or environment in a dramatic fashion. Manipulate other characters specifically. A snow storm kicks up in midsummer. Hurricane-force-winds die down to a still calm. The forest suddenly gives way to open plains. As they are running from a monstrous troll they spot a tiny cave too small for the troll to fit in.
  - **Eight Point Imagining:** The children take the reigns of the story, if only for a short time, and may steer it as they wish. They may reasonably dictate a character's next action. Temporarily enchant an item with some special feature or quality. At a moment when all hope is lost and evil may triumph the tables are turned; the plot twists in the kids' favor. A kid notices obscured writing on the the sword found weeks ago; saying them aloud causes the sword to engulf in flames for an hour.

Magical Incantations

He'd been practicing this crazy dance and chant for days; I thought it was rather pointless if not comical. Then the other morning he was at it again but this time it worked! He pulled out a feather, began hopping about, flapping his arms, chanting and jeering... with a final stomp and shout he pointed at me and I began to float up into the air!



- **Description:** Magic is as much art as it is science and while it may not be so rapid, efficient, or easy to learn as other fantasy worlds it is available to any kid who learns to weave the strands of arcane power. Spells are called Incantations in the Grimm Lands.

- **Learning Incantations:** Kids come from the real world and thus have learned no incantations prior to landing in the Grimm Lands. They must study and learn or be taught.
    - **Education:** A kid must spend days learning and practicing equal to 2 times the level of the incantation (spell level)

- **Casting Incantations:**
    - **Specific Incantations:** Refer to the d20 SRD for spells (Incantations) and use the following adaptations: There are no 0-level spells; they are all at least 1st-level. Casting an Incantation does not provoke attacks of opportunity, do not require concentration checks (though they may require the ac to of concentration), can not be inturrupted, and may still take a move action as part of the casting process (such as dancing around and leaping in circles as part of the incantation's somatic guesters). How Incantations are cast is also different but outlined in detail below.
    - **Cost:** Casting costs Imagination Points equal to the Incantation's level.
    - **Casting Time:** Casting an Incantation takes as many turns as the Incantation's level.
    - **Check:** 1d20 + Wit + Lore vs DC (Incatiation Level * 4). Success means the incantation is cast and failure means it fails (but no Imagination Points are spent).
    - **Estrangement:** Casting takes a toll on kids mentally and physically. After each successful casting a kid must roll a save 1d20 + Pluck + Lore vs Incantation Level of the Incantation being cast. Failure means a kid suffers an Estrangement point. These Estrangement points manifest in odd ways as they start to accumulate; their eyes now glow, their ears grow pointy, a yearning to taste blood, or they laugh with a witch like cackle! After a kid's estrangement points equal their Level + Pluck they loose all vestige of humanity and are now a creature of the Grimm Lands for eternity.

- **NPCs & Incantations:** Creatures of the Grimm Lands are made of imagination; they simply use a part of themselves to cast incantations as spell like abilities. The cost of this

Combat

- **Hit Points:** HP = Grit + Archetype Base HP * Level
    - **Archetype Base HP:**
        - **Bully:** 8 HP
        - **Jock:** 8 HP
        - **Normal:** 6 HP
        - **Outcast:** 6 HP
        - **Popular:** 6 HP
        - **Dreamer:** 4 HP
        - **Nerd:** 4 HP

- **Armor Class:** AC = 10 + Quick + Armor

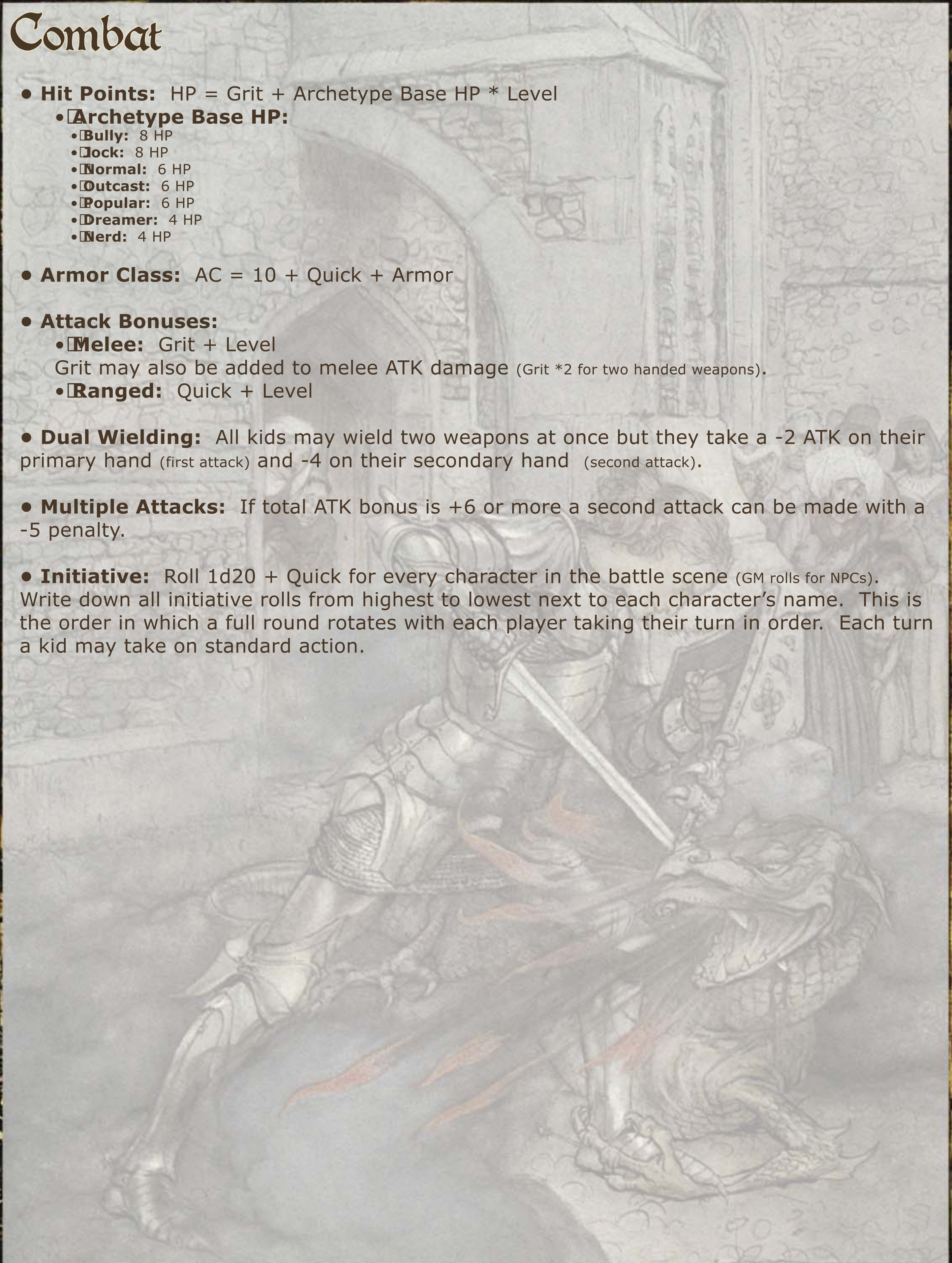
- **Attack Bonuses:**
    - **Melee:** Grit + Level

      Grit may also be added to melee ATK damage (Grit *2 for two handed weapons).
    - **Ranged:** Quick + Level

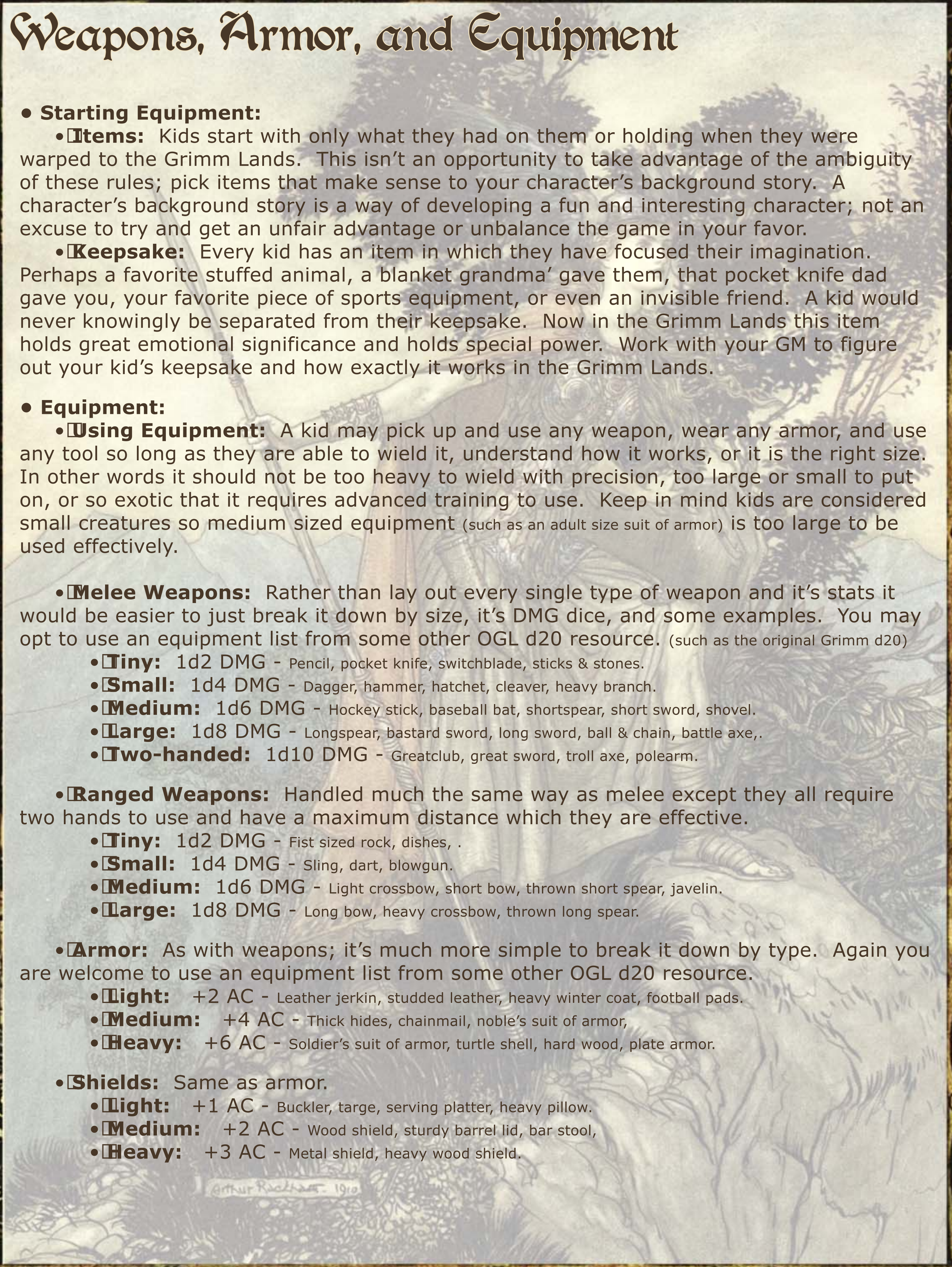
- **Dual Wielding:** All kids may wield two weapons at once but they take a -2 ATK on their primary hand (first attack) and -4 on their secondary hand (second attack).

- **Multiple Attacks:** If total ATK bonus is +6 or more a second attack can be made with a -5 penalty.

- **Initiative:** Roll 1d20 + Quick for every character in the battle scene (GM rolls for NPCs). Write down all initiative rolls from highest to lowest next to each character's name. This is the order in which a full round rotates with each player taking their turn in order. Each turn a kid may take on standard action.



Weapons, Armor, and Equipment



- **Starting Equipment:**
    - **Items:** Kids start with only what they had on them or holding when they were warped to the Grimm Lands. This isn't an opportunity to take advantage of the ambiguity of these rules; pick items that make sense to your character's background story. A character's background story is a way of developing a fun and interesting character; not an excuse to try and get an unfair advantage or unbalance the game in your favor.
    - **Keepsake:** Every kid has an item in which they have focused their imagination. Perhaps a favorite stuffed animal, a blanket grandma' gave them, that pocket knife dad gave you, your favorite piece of sports equipment, or even an invisible friend. A kid would never knowingly be separated from their keepsake. Now in the Grimm Lands this item holds great emotional significance and holds special power. Work with your GM to figure out your kid's keepsake and how exactly it works in the Grimm Lands.

- **Equipment:**
    - **Using Equipment:** A kid may pick up and use any weapon, wear any armor, and use any tool so long as they are able to wield it, understand how it works, or it is the right size. In other words it should not be too heavy to wield with precision, too large or small to put on, or so exotic that it requires advanced training to use. Keep in mind kids are considered small creatures so medium sized equipment (such as an adult size suit of armor) is too large to be used effectively.

    - **Melee Weapons:** Rather than lay out every single type of weapon and it's stats it would be easier to just break it down by size, it's DMG dice, and some examples. You may opt to use an equipment list from some other OGL d20 resource. (such as the original Grimm d20)
        - **Tiny:** 1d2 DMG - Pencil, pocket knife, switchblade, sticks & stones.
        - **Small:** 1d4 DMG - Dagger, hammer, hatchet, cleaver, heavy branch.
        - **Medium:** 1d6 DMG - Hockey stick, baseball bat, shortspear, short sword, shovel.
        - **Large:** 1d8 DMG - Longspear, bastard sword, long sword, ball & chain, battle axe,.
        - **Two-handed:** 1d10 DMG - Greatclub, great sword, troll axe, polearm.

    - **Ranged Weapons:** Handled much the same way as melee except they all require two hands to use and have a maximum distance which they are effective.
        - **Tiny:** 1d2 DMG - Fist sized rock, dishes, .
        - **Small:** 1d4 DMG - Sling, dart, blowgun.
        - **Medium:** 1d6 DMG - Light crossbow, short bow, thrown short spear, javelin.
        - **Large:** 1d8 DMG - Long bow, heavy crossbow, thrown long spear.

    - **Armor:** As with weapons; it's much more simple to break it down by type. Again you are welcome to use an equipment list from some other OGL d20 resource.
        - **Light:** +2 AC - Leather jerkin, studded leather, heavy winter coat, football pads.
        - **Medium:** +4 AC - Thick hides, chainmail, noble's suit of armor,
        - **Heavy:** +6 AC - Soldier's suit of armor, turtle shell, hard wood, plate armor.

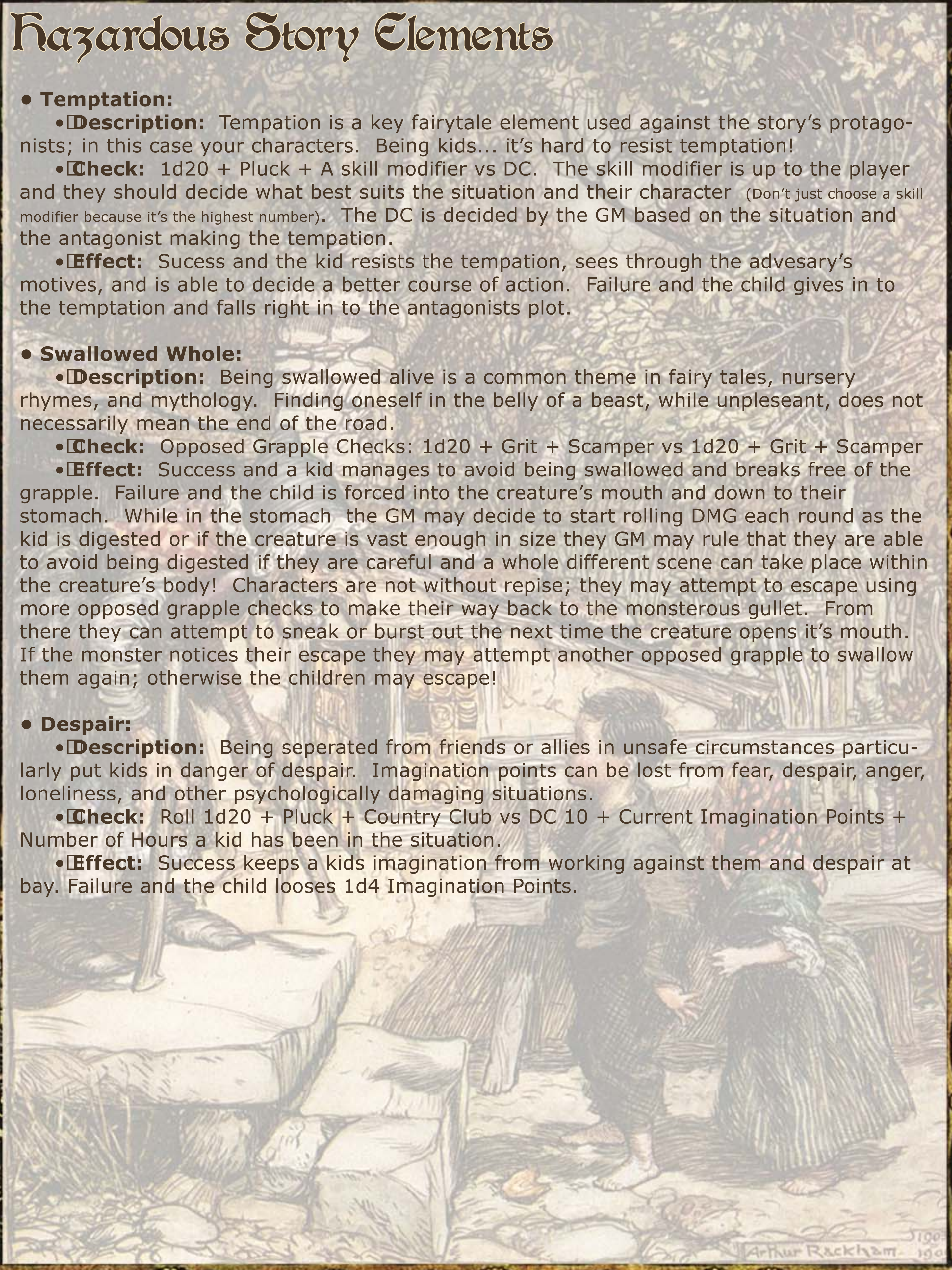
    - **Shields:** Same as armor.
        - **Light:** +1 AC - Buckler, targe, serving platter, heavy pillow.
        - **Medium:** +2 AC - Wood shield, sturdy barrel lid, bar stool,
        - **Heavy:** +3 AC - Metal shield, heavy wood shield.

Hazardous Story Elements

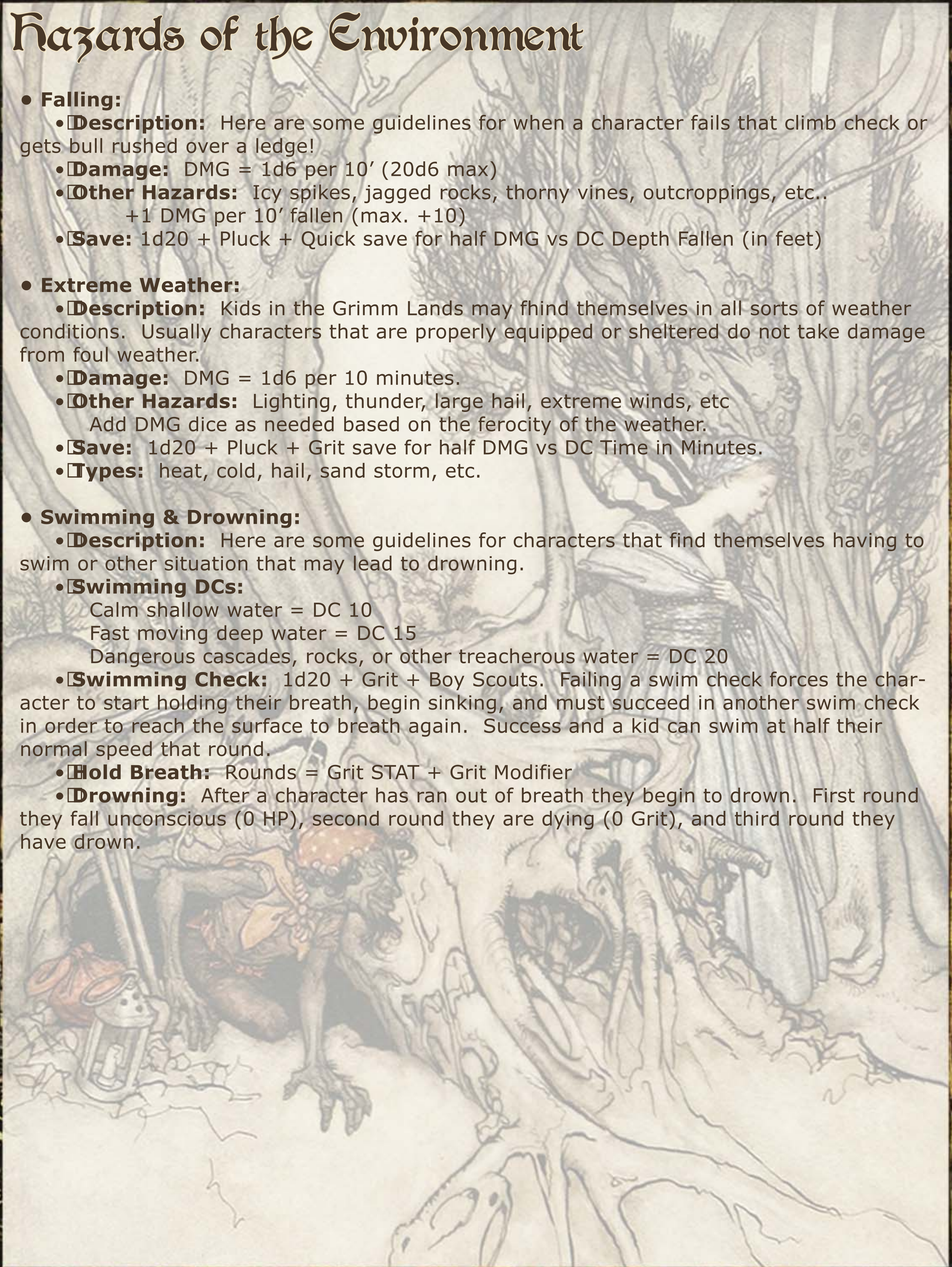
- **Temptation:**
  - **Description:** Tempation is a key fairytale element used against the story’s protagonists; in this case your characters. Being kids... it’s hard to resist temptation!
  - **Check:** 1d20 + Pluck + A skill modifier vs DC. The skill modifier is up to the player and they should decide what best suits the situation and their character (Don’t just choose a skill modifier because it’s the highest number). The DC is decided by the GM based on the situation and the antagonist making the tempation.
  - **Effect:** Sucess and the kid resists the tempation, sees through the advesary’s motives, and is able to decide a better course of action. Failure and the child gives in to the temptation and falls right in to the antagonists plot.

- **Swallowed Whole:**
  - **Description:** Being swallowed alive is a common theme in fairy tales, nursery rhymes, and mythology. Finding oneself in the belly of a beast, while unpleseant, does not necessarily mean the end of the road.
  - **Check:** Opposed Grapple Checks: 1d20 + Grit + Scamper vs 1d20 + Grit + Scamper
  - **Effect:** Success and a kid manages to avoid being swallowed and breaks free of the grapple. Failure and the child is forced into the creature’s mouth and down to their stomach. While in the stomach the GM may decide to start rolling DMG each round as the kid is digested or if the creature is vast enough in size they GM may rule that they are able to avoid being digested if they are careful and a whole different scene can take place within the creature’s body! Characters are not without repise; they may attempt to escape using more opposed grapple checks to make their way back to the monsterous gullet. From there they can attempt to sneak or burst out the next time the creature opens it’s mouth. If the monster notices their escape they may attempt another opposed grapple to swallow them again; otherwise the children may escape!

- **Despair:**
  - **Description:** Being seperated from friends or allies in unsafe circumstances particularly put kids in danger of despair. Imagination points can be lost from fear, despair, anger, loneliness, and other psychologically damaging situations.
  - **Check:** Roll 1d20 + Pluck + Country Club vs DC 10 + Current Imagination Points + Number of Hours a kid has been in the situation.
  - **Effect:** Success keeps a kids imagination from working against them and despair at bay. Failure and the child looses 1d4 Imagination Points.



Hazards of the Environment



- **Falling:**
  - **Description:** Here are some guidelines for when a character fails that climb check or gets bull rushed over a ledge!
  - **Damage:** DMG = 1d6 per 10’ (20d6 max)
  - **Other Hazards:** Icy spikes, jagged rocks, thorny vines, outcroppings, etc..
    +1 DMG per 10’ fallen (max. +10)
  - **Save:** 1d20 + Pluck + Quick save for half DMG vs DC Depth Fallen (in feet)

- **Extreme Weather:**
  - **Description:** Kids in the Grimm Lands may fhind themselves in all sorts of weather conditions. Usually characters that are properly equipped or sheltered do not take damage from foul weather.
  - **Damage:** DMG = 1d6 per 10 minutes.
  - **Other Hazards:** Lighting, thunder, large hail, extreme winds, etc
    Add DMG dice as needed based on the ferocity of the weather.
  - **Save:** 1d20 + Pluck + Grit save for half DMG vs DC Time in Minutes.
  - **Types:** heat, cold, hail, sand storm, etc.

- **Swimming & Drowning:**
  - **Description:** Here are some guidelines for characters that find themselves having to swim or other situation that may lead to drowning.
  - **Swimming DCs:**
    Calm shallow water = DC 10
    Fast moving deep water = DC 15
    Dangerous cascades, rocks, or other treacherous water = DC 20
  - **Swimming Check:** 1d20 + Grit + Boy Scouts. Failing a swim check forces the character to start holding their breath, begin sinking, and must succeed in another swim check in order to reach the surface to breath again. Success and a kid can swim at half their normal speed that round.
  - **Hold Breath:** Rounds = Grit STAT + Grit Modifier
  - **Drowning:** After a character has ran out of breath they begin to drown. First round they fall unconscious (0 HP), second round they are dying (0 Grit), and third round they have drown.

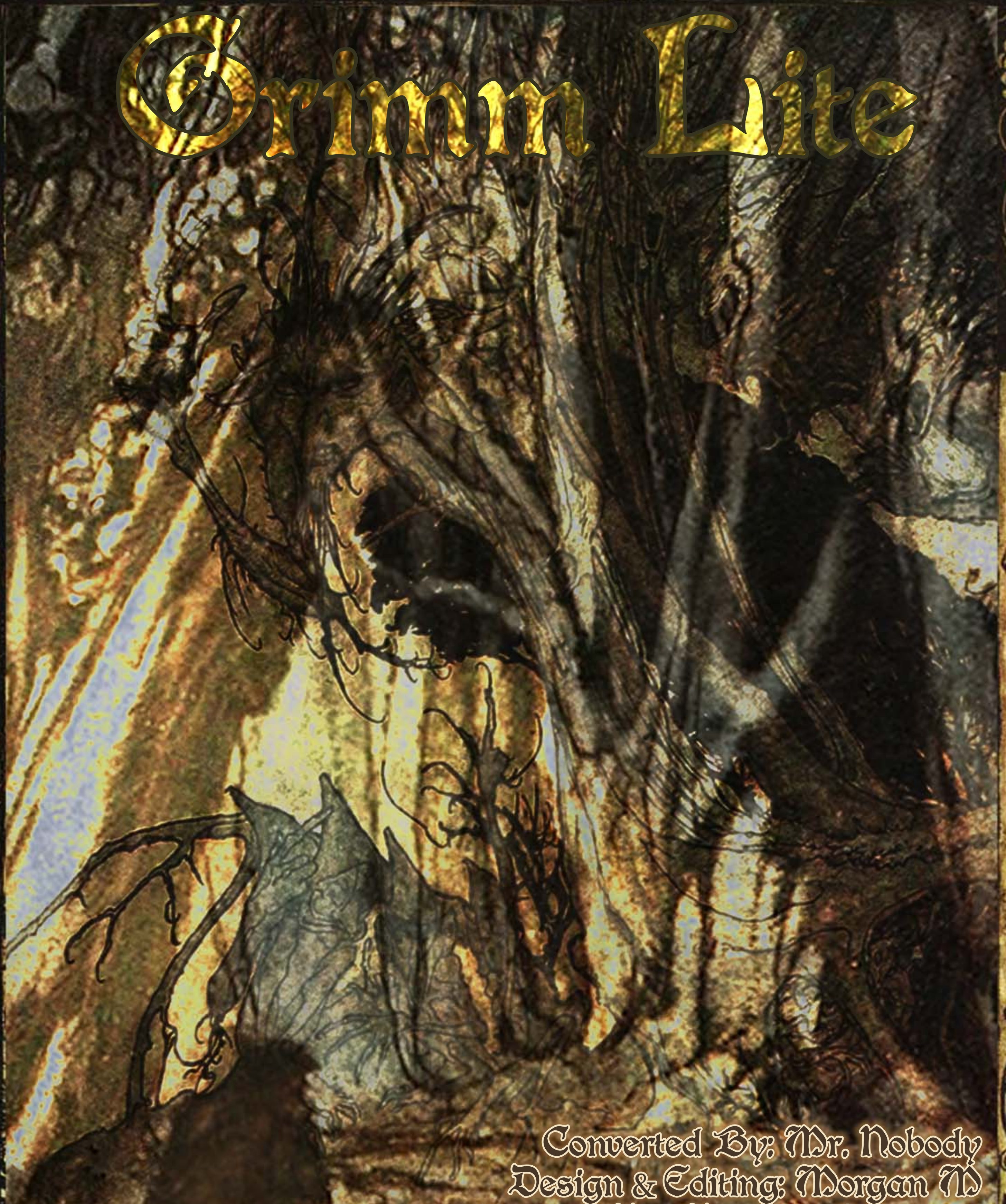
Disease & Poison

- **Disease:**
  - **Description:** Diseases have various symptoms and are spread through a number of ways. Several typical diseases, types, and how they are spread are summarized below. A disease stat block contains the following: Name: Type, DC, incubation time, damage.
    - Type lists the disease's method of delivery (contact, inhaled, or injury).
    - Save DC lists the Fortitude save DC needed to prevent infection.
    - Incubation lists the time before damage begins after failed save.
    - Damage lists the ability damage the character takes after incubation and each day afterward.
  - **Pathogens:**
    - Virus
    - Bacteria
    - Fungus
    - Supernatural
  - **Delivery Method:**
    - Contact (inhale, engulf, spit, etc)
    - Injury (bite, sting, slash, pierce, inject, etc)
    - Ingested / Digested (ate, drank, forced ingestion, etc)
  - **Check:** 1d20 + Grit + Boy Scouts vs DC

- **Poison:**
  - **Description:** Characters can possibly take damage from a weapon that has been poisoned, be attacked by a creature whose natural attacks feature poison, consume poison hidden in food or drink, or be poisoned in some other way. A poison stat block contains the following: Name: Type, DC, damage, price.
    - Name of the poison:
    - Type lists the poison's method of delivery (contact, ingested, inhaled, or injury).
    - Save DC is the DC for a Fortitude save to resist the poison's effect.
    - Damage / Effect is expressed as "xdx/xdx" and a descriptive effect name. The first number is the initial damage, taken immediately upon failing the Fortitude save against the poison. The second number is the secondary damage, taken one minute after exposure to the poison if a second save is failed.
    - Price lists the cost for one dose of the poison. It can usually only be obtained through less-than-reputable sources.

  - • **Delivery Method:**
    - Contact (inhale, engulf, spit, etc)
    - Injury (bite, sting, slash, pierce, inject, etc)
    - Fungus
    - Ingested / Digested (ate, drank, forced ingestion, etc)
  - **Effects:**
    - Damage: Additional damage subtracted from HP.
    - Ability Drain: Damage subtracted from the stat listed. This effect is temporary unless marked with an asterisk *.
    - Unconsciousness: Some poisons actually render the victim unconscious.
  - **Check:** 1d20 + Grit + Scamper vs DC

Grimm Lite



Converted By: Mr. Nobody
Design & Editing: Morgan M
Original Art: Aurther Rackham

If you like Grimm Lite but wish it was more "crunchy" then please buy the game which inspired this lite conversion. It's published by Fantasy Flight Games and it's called "Grimm" by Robert J. Schwalb

The Microlite20 RPG Collection

2012 Edition Volume II

A **Free** Collection of Roleplaying Games based on Microlite20
including the original Microlite20, expansions, variants,
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This is Volume II of the 2012 Edition. Check the RetroRoleplaying web site at http://www.retroroleplaying.com/ to see if there is a later edition available.

More information on Microlite20 and many of the variants published herein can be found in the Microlite20 forum at http://www.forum.koboldenterprise.com/

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